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ISSUE #67

JULY/AUGUST 1994

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INSIDE!

Centurion

Lords of Destiny

The Time Lady

and more



OUT TIME DAYS



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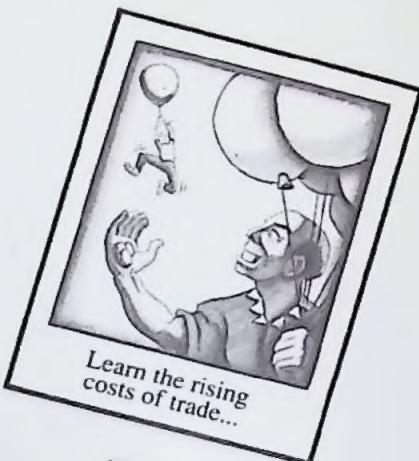


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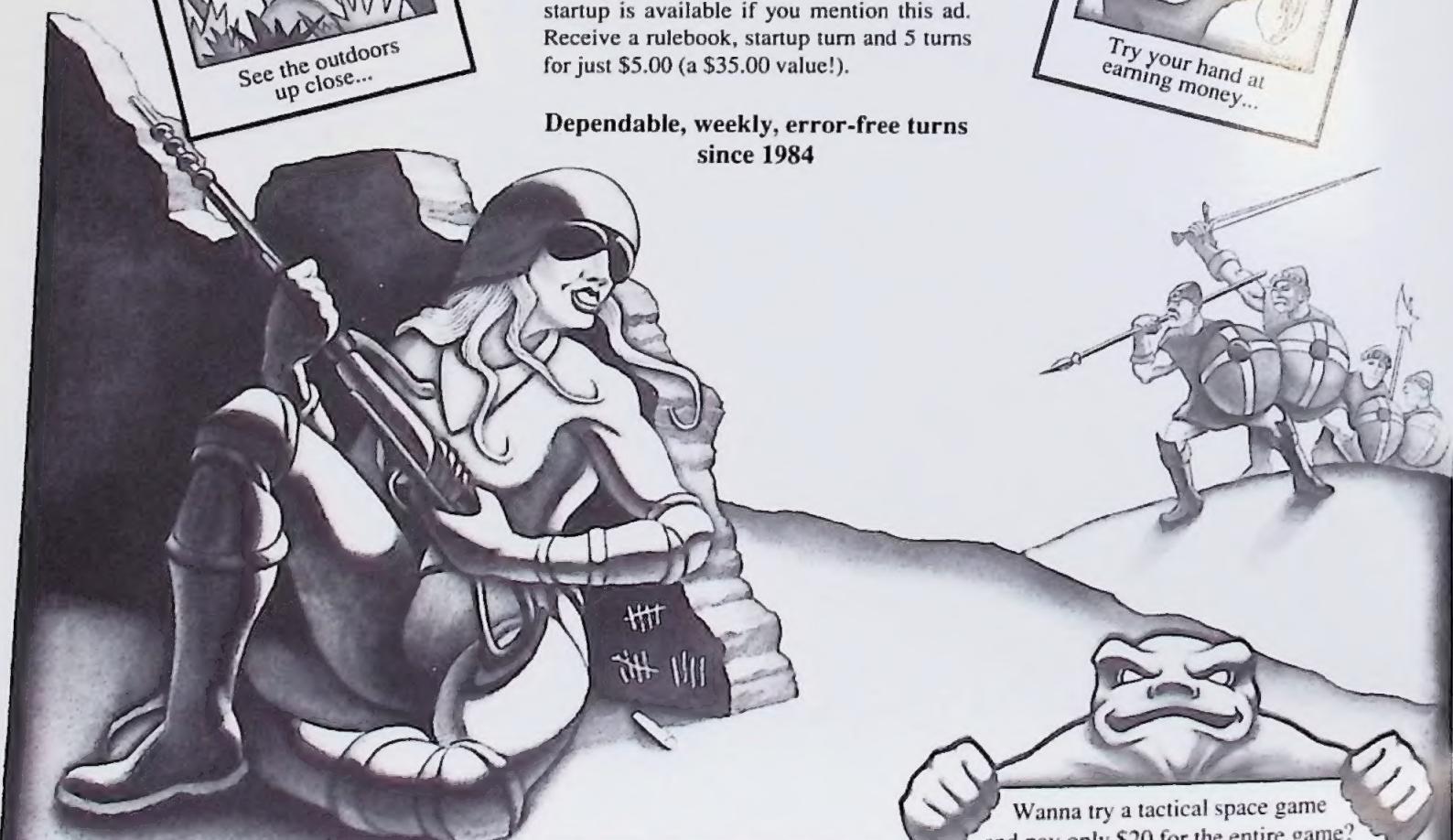
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July/August 1994

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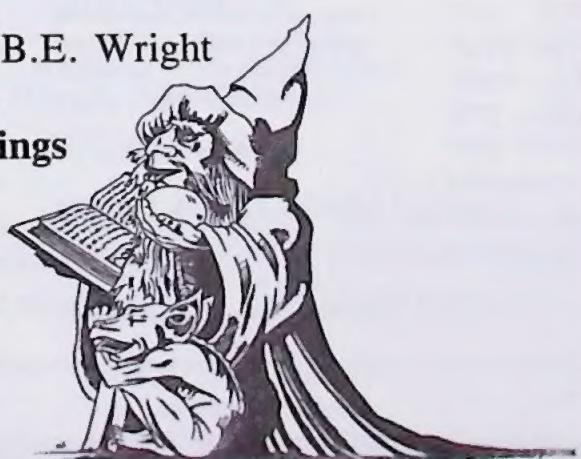
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Where We're Heading...

It seems as though the time has been flying! I almost forgot that this was Paper Mayhem's 11th Anniversary Issue! To be honest, I did forget. Usually I try to come up with something special, but there had been too much effort put on the 8th edition Journal and Issue #68, which will be at GenCon and AndCon, that this milestone sort of passed me by.

No full color cover for this issue, just some more good work from Greg Breault. Incidentally, the cover of Issue #67 by Greg Breault was used with permission from Advanced Gaming Enterprises, who actually own the rights to the artwork. My apologies to Duane and Debbie Wilcoxson for not giving them the proper credit in the last issue.

My mind must be going! To many things are being forgotten! Old age or overworked? Overworked is probably the case. For those of you who don't know it, I had another full time job in which I worked around 60 hours a week. Just recently I quit it and have a window of doing Paper Mayhem a couple of weeks until another job pops up. Unless all you readers can get your friends to subscribe so that I can spend all of my time doing Paper Mayhem. Is that too much to ask for? (Just

Kidding).

I have really appreciated all the reader and company support the past 11 years. There has been times that it has been tough putting together a magazine just covering PBM. It goes to show you how much you people love this hobby. My thanks to you for keeping me going all these years and given me the incentive to keep going for years to come.

The big conventions are getting ready to begin. Origins is July 7-10 in San Jose. Sorry guys I can't make this year. Should be a number of PBM companies attending, especially those that are located on the west coast.

Paper Mayhem will be at GenCon August 18-21 in Milwaukee. I think we have Booth #434. At the moment I can't locate the sheet to verify this, but it sounds right. Hope to see some of you here!

And of course AndCon September 15-18 in Independence, OH. Gary Smith is hard at it again to make this another big success.

There are a lot more conventions out there. Give your local gaming convention the support that it needs.

There is a new PBM Game & Company rating sheet enclosed with this issue. Please

take the time to fill it out and send it back in. If you have friends, give them a copy or let me know where to send a copy, so that they can fill it out. There more ratings sheets I get back, the better the results are.

I am always on the lookout for those of you that are interested in doing some writing for Paper Mayhem. To cover everything out on the market is almost next to impossible without the help from those of you that submit something to Paper Mayhem. If you are interested in writing either send me a letter or call. If you are in a game, go ahead and write something about it and send it in. Anything and everything is appreciated.

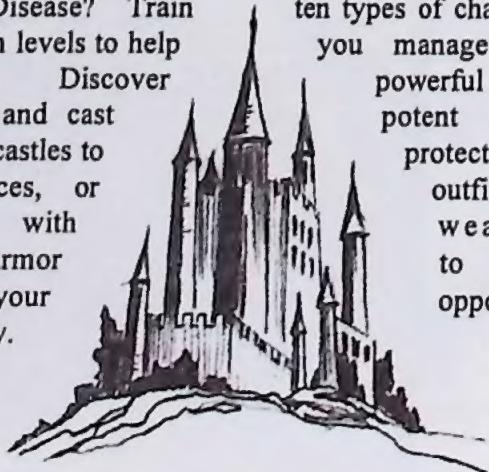
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Well that's about all for now. Hope to be around for another 11 years...

David Webber
Editor

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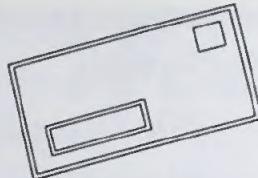
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LETTERS



Dear Editor:

This is a quick note to say "hi"! I read the article that appeared in late-December/January by Richard Smith on *Borderlands* and was very pleased!

Unfortunately, there is trouble here: I have a lot of player interest in *Borderlands*, but everything is currently done by hand! Previously this wasn't a problem: my player base was pretty small, so it didn't matter much. But as more people have been playing, things have been getting slower and slower.

One solution could be higher turn fees (Richard Smith told me to charge like *Atlantrix*, with \$6 U\$ for the initial turn, and +\$4 U\$ for an extended one). My idea was to follow this advice. But after brooding about this problem for the last 4 months, I realize it just won't work.

You see, the main problem isn't the money: it's just getting turns processed on time! Charging more doesn't do anything: I have to automate.

Since about September of '93 I've been

experimenting with Lotus 1-2-3, as well as several other spread-sheet programs. FoxPro looks to be out though, as does a program called SuperBase. I've given up on machine language: *Borderlands* already uses a system of "skill ratios" to figure out whether actions worked or not. This use of ratios jives extremely well with spread-sheet programs. I've already obtained two versions of Lotus 1-2-3 and have started the initial programming.

Please remove *Borderlands* from your list of games. The game has been discontinued for six months while the initial programming is done. After that there will be a working playtest, probably for another six months (at least).

Many apologies for this problem: I would have liked to have mentioned this sooner, but I wasn't sure if I would have to stop *Borderlands* completely or just suffer a slow-down while the programming was being done.

I can be reached at (416) 466-4065 in the evenings. Letters are being sent with this letter to you (and another to the people at Flagship)

to inform them of what's happening. Once again, many apologies!

Sincerely,

Gordon Blair
Mailed Gauntlets

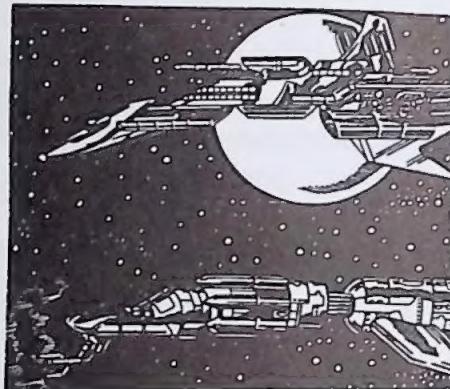


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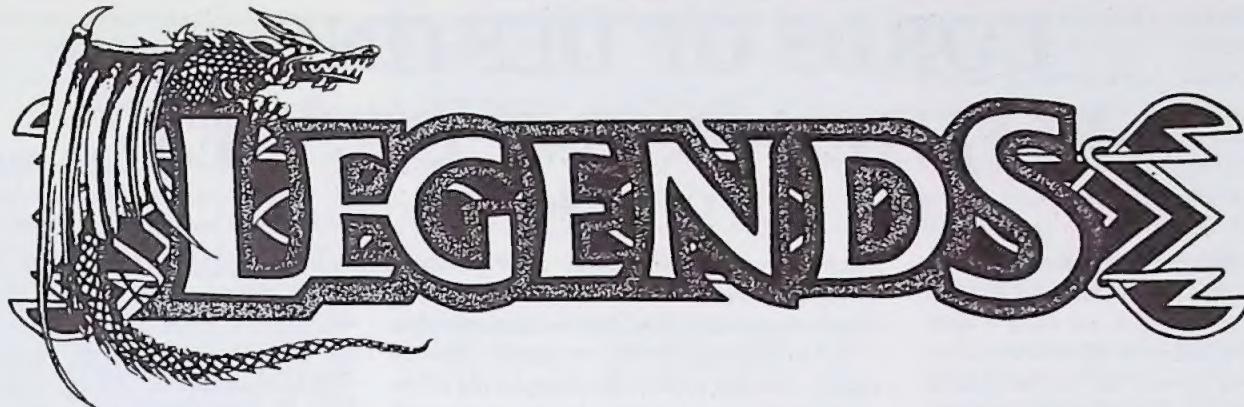
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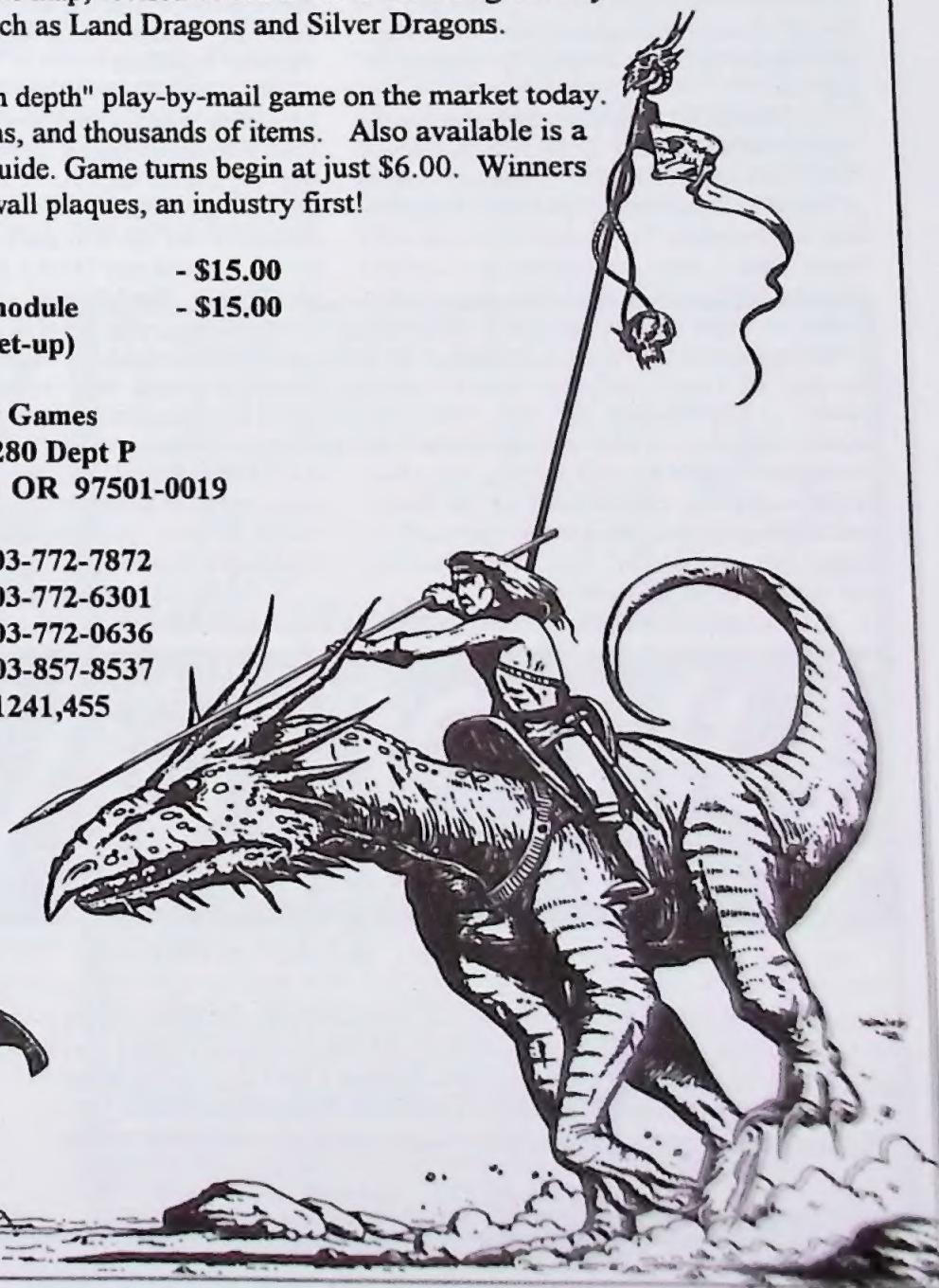
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LORDS OF DESTINY - ANOTHER POINT OF VIEW

By Carl J. Olson

I was one of the neighbors mentioned by Jonathan Walton in his article on Lords of Destiny in issue 64. I did not have a non-aggression pact with him, and I was certainly not "happy with our agreement" so I must have been the "whiny jerk". NO ONE, especially the first player knocked out of a game, calls me a "whiny jerk" in print and gets away without a rebuttal.

In ANY one-winner game, it is not a good idea to give the other players any kind of reason to make you the first target. Some criteria players use to decide who to attack first are a) the leader, b) a player who doesn't talk, c) someone who appears too greedy and d) a player who develops the economy and neglects the military entirely. Jonathan gave us all four reasons.

Jon said in his article that all the agreements were favorable to him--too true! He had indeed "claimed a lot of territory", probably 2-3 times as much as anyone else. His idea of negotiation was basically "I've reached here, so we'll agree that I own everything you haven't reached yet", and if the other player didn't bother to argue, then it was a deal. When his neighbors got around to talking and discovered we had all been "had" we started making plans. Unfortunately for Jon, we didn't explain our plans to him--perhaps this was an oversight? While we were talking, Jon's first article came out, complaining that he hadn't had any combat yet. How could we resist? A player who was greedy, didn't talk to anyone and wanted to be in combat.

Jon was apparently blissfully unaware that

there were, in fact, SIX of the 12 players who originally wanted to take him out, but two of them dropped the game, and one had other fish to fry (in fact this person eventually won the game). Jon had apparently dropped out of the game before this fourth person visited his homeworld with a fleet of War Moons and wiped out all his defenses, so Jonathan never got to see what REALLY high-level ships can do. You probably won't build enough ships during the first 20 turns at military tech levels 5-7 to take on one fleet of a dozen War Moons (assuming the artifacts are equal). The alliance that Jonathan inspired against him eventually ended up in 1st, 2nd, 5th and 6th place, so we didn't do as poorly as he seems to believe. Thanks, Jonathan.

This finish illustrates one of the big problems of the game, in my view, which is that there is no list of players, so you do not know how big that alliance is. Two of the other players were brothers, with one playing anonymously, a fact that was discovered quite by accident around turn 23 (of a game with only 25-29 turns). When there are only 12 players, a pre-arranged alliance of 2, 3 or (heaven forbid) 4 players is a formidable force, and there is no way to know without a complete player list (occasionally not even with a list). When you join a game, you can EXPECT that at least one, if not 2 or 3, pre-made alliances exist, and have to be careful that you aren't talking to your proposed enemy's friend, roommate or brother.

A second major problem is that the moderator has released only about 70% of the full

Victory Conditions, so you are playing a single-winner game without knowing exactly the victory conditions of the game. Pointless, in my opinion. At the start, we had no information about victory conditions at all, except for the two playtesters, and they had only a vague idea. Version 2 is apparently being tested, and the only Victory Condition will be the percentage of FAC owned.

Finally, a third major problem is that the rules do not give the names of ships and ground units, and this information is crucial for deciding your early turns. The rules DO give the EXACT stats for all these units up to Tech Level 21, but that doesn't help if you don't know whether the name you are attacking is TL 7 or TL 17. The moderator defends this as "fog-of-war", but since the names never change, the only people hurt are the new players. All of the old players (and new players who know an experienced player) start the game with this important knowledge. Instead of giving out my phone number so that you can ask me about these names, here they are:

TL	SHIP NAME	TL	GROUND UNIT
7-8	Battleship	6-7	Protector
9-10	Carrier	8-9	Guardian
11-12	Dreadnought	10-11	Champion
13-14	Battlestar	12-13	Berserker
15-16	Star Destroyer	14-15	Rampager
17-18	Death World	16-17	Obliterator
19-20	War Moon	18-19	Annihilator
21+	Death Star	20+	Death Machine



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NOTE - There are apparently multiple levels of both Death Stars and Death Machines. The Death Machine I ran into seemed to have a Firepower of about 1350, making it about TL 24.

Here are a series of suggestions and hints for players. You can switch any amount of production instantly to whichever system you want (in the advanced game you need a system with IC's). The vast majority of production from my collection of systems was in fact being used at a system with IC's adjacent to Jonathan's homeworld. This arrangement really cut down on my travel time! He never checked on what those IC's were doing after I captured them. MORAL--knowledge is power, keep checking things out.

"How do diplomats work?" you ask. Basically, each diplomat subtracts a constant from its level, and then multiplies that number by another constant. The constants depend on the Tech Level of the system it is trying to capture. For instance, a diplomat "attacking" a TL 7 system seems to subtract 4 from its level and then multiply by 6 (shown below as D-4 x 6). It wouldn't make much sense to use a diplomat of level 1-4 on that system. A level 8 diplomat would gain (8-4) x 6 = 24 points. The following figures are very rough, and I take no responsibility if they are somewhat off. I got a few figures which seemed absolutely contradic-

tory, so some artifacts may have been involved.

SYSTEM TL	INCREASE (D' is the diplomat's level)
0-1	D-1 x 12
2-3	D-2 x 7
4-5	D-3 x 6
6-7	D-4 x 6
8-9	D-5 x 6
10-11	D-5 x 4
12-13	D-6 x 4
14-15	D-6 x 3

Four Diplomats of level 6, or 3 of level 7 are generally much more cost-effective than one Diplomat of level 10, UNLESS that level 10 is the Lord of Destiny for Diplomats, which is arguably the most powerful single character in the game. You probably can't get a fleet of War Moons without the Diplomat Lord of Destiny. In this game, the LOD gained TWO fleets of War Moons, each of which had roughly as much firepower (40,000-50,000) as the 4th-ranked player had accumulated in total firepower by turn 20 (of course, I had lost some fighting Jonathan's forces). The War Moons had "1st-line" crews to boot!

Remember that ships move BEFORE building. A small fleet with a high crew

rating can be instantly upgraded in both number and type of ships if it ends the turn at one of your systems which contains IC's.

Invest as much in secret societies, and enter as many black holes as you possibly can. These benefits usually apply to ALL of your systems or fleets, and they cannot be killed like characters or captured from you like artifacts. In addition, they apparently help your game score in some unspecified way (but not in version 2).

Crew ratings are very important, but not always cost-effective. If you take over a system with diplomacy, the fleets usually start out with "1st-line" status, a huge improvement over building your own fleets and starting with "trainees". HOWEVER, if you capture a fleet of a technology higher than your own, you cannot build additional ships onto it without converting all those neat Star Destroyers into the Cruisers you usually build. The new fleet will keep its high morale, and there will be LOTS of Cruisers, of course, but your fleet will no longer move 11, only 6. I ended up with a number of fleets of 10-20 Dreadnaughts and Carriers, while I could only build Battleships. As a result, I couldn't rebuild the fleets or increase their size to full-size battle fleets. They were quite handy for exploring Black Holes and taking over minor systems, however.

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Speaking of Black Holes. You cannot use diplomacy on a civilization inside a Black Hole. Why lose ships fighting a non-player? Simply entering the Black Hole is sufficient to give you the bonus, and all your allies can use it also. In version 2, conquering the Black Hole civilizations will give you additional FAC.

When you have a fairly large fleet of low-tech ships, transfer in one ship from a small high-tech fleet you have captured. This immediately converts all those points into the higher-tech ship, giving your large fleet both a movement bonus and the combat advantage that goes to the higher-tech fleet. The fleet with the higher tech chooses a target and shoots first.

There is no point in fighting someone one-on-one. You cannot easily knock out a player, even if you take the home system. You can't really affect his Victory Point total unless you destroy his homeworld, and if he has already captured another player's homeworld, even that won't work. It took three of us at least 8-10 turns to hurt Jonathan's position, even though he was not putting up any resistance (he had concentrated all his units at his homeworld, which was impressive to our fleets but insignificant to the War Moons). Even then, I do not believe his position was ever completely wiped out.

In my opinion, taking a system with diplomacy is much better than taking it militarily. First, you don't lose ships in the attack, and second, you capture the enemy fleet, which is generally better than you can build, and put it to work for you. As I pointed out earlier, you can then use this new fleet to upgrade other fleets by transferring one ship.

At the start of the game, I made myself a Quick Reference Sheet, by copying the tables and taping them all to one legal-size page.

When coordinating an attack, have your ally designate a system to which you can jump, thereby doubling your fleet's speed.

After moving to an Ally's system, check your actual fleet strength (not just the number of ships) if you did NOT move more than your normal movement. If you lost a few firepower, then your "ally" didn't declare you as an ally and his ground forces shot at you (see paragraph 26.1).

Ignore the pirates, and just retake the system they capture. If you shoot at them they will destroy your ships and you probably won't kill them anyway. They have crack crews (you don't), amazing recuperative powers and always run away when you shoot so you only do 1/2 damage. I wasted about 10 turns with a 15,000 firepower fleet, a level 7 Admiral, plus about 4 or 5 other captured fleets of 10-15 Carriers each, trying to pin down and

kill a pirate fleet that was at one point down to 11 Fast Destroyers. Supposedly, if you kill a pirate fleet you get a reward, but a fleet that is good enough to wipe out pirates should really be used against other players. On the other hand, if you have a defensive fleet which isn't involved with anything else, and can shoot at the pirates without taking great losses, the combat will increase the crew ratings in your fleet.

My own opinion of the "Seven Wonders of the Galaxy" is to leave them alone until either near the end of the game, or until another player captures one. I don't believe in wasting ships trying to take out Death Machines early in the game. Besides, once you capture a "Wonder" you probably have to leave a fleet to defend it, so that some other player doesn't take away your hard-earned prize.

Finally, realize that in the end, despite all the options, LOD is not really an empire-building or economic game--it is a game of combat and alliances. Most of the published Victory Conditions deal with combat, and the other 30% is based on possessions, some of which can only be gained through combat (such as artifacts, and the "7 Wonders") and others which are used for combat (such as fleets and characters). Version 2 is even more combat oriented.

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MEMOIRS OF A LORD'S OF DESTINY MADMAN

By George Cameron

With these words I, the Wizard & Warrior, do hereby record for all posterity how I have raised this empire call Bad Company from isolation and ignorance to grandeur and fame. If you wonder how this truly awesome feat was accomplished, read on Noble Person. If you could care less, then I hear the Space Marines are looking for a few good men...

Set-up/Turn 1

I find myself in supreme control of a single planet in a galaxy 18 x 18 in size. I have 800 Credits (C) and 800 Production Factors (PF) and 6 fleets of one lonely scoutship each to explore, conquer and achieve greatness with. I have 200 Population (POP), 200 Factories (FAC) and 200 Industrial Complexes (IC). My military and economic tech levels both stand at a lowly 1. Well, there's nowhere to go but up, right?

I spend 300 C's to recruit a character of the PSIONIC discipline. I hope to train him to level 10 before anyone else can do the same. If I can do this, he will be a Lord of Destiny and greatly assist my empire with Power Plays (POW). But there can only be one Lord of Destiny per character discipline. Can I do it? Only time will tell.

Meanwhile, I spend 400 PF's each to raise my military and economic levels by one. I also order my 6 fleets out to nearby sectors to conquer or die.

Turn 2

What, 2 fleets failed to move? How is this possible? Oh well, according to the laws of physics (ie - the rulebook) apparently diagonal movement costs double regular horizontal or vertical movement. Hmm. It IS sort of vague on the subject. Well, live and learn, Eh? At least 4 fleets went out and made me proud. Three primitive neutrals found and captured and one fairly advanced neutral (military tech level 4) found. Have to file this one away until I can more easily handle it.

I now have 312 POP and 353 FAC, but still only 200 IC. I produced 343 C and 449 PF. Oh this is nice, I received 1,000 C and 1,000 PF to use as I wish. However, everyone else got the same so it's no real advantage. Still, it's nice to have something to build with.

I order my 6 fleets out for further exploration and hopefully expansion. I build a new fleet of 24 fast scouts, which costs me 300 C (new fleet) and 480 PF for the ships. I spend 600 more PF to go to military tech level 3.

Then I spend 300 C to train my PSIONIC up two levels (I also name him ICEMAN) and spend 300 C more to recruit a new ADMIRAL. While I'm spending money I order 27 POP built at a new planet, as it looks like it could use it. That costs 270 C.

Turn 3

Not bad. Found and captured 4 more neutrals, which brings me up to 462 POP and 497 FAC, but still only 200 IC. Ah well...Produced 509 C and 569 PF. I now have 1,452 C and 938 PF ready to put to my use. My purchase order for the 27 POP failed...no IC was in the sector. So I can only build at planets with IC on them.

This is nice, a wandering HERO character has joined my empire. He's level 1, so this saves the 300 C recruiting cost. My PSIONIC is now level 3 and my new ADMIRAL is level 1.

I captured an artifact on one of my new planets. Body Armor that reduces wounds on

any character that wears it. Have to give it to my HERO, as he looks somewhat crazed and wild eyed.

One fleet reports finding one of the Secret Societies. This one apparently belongs to the Assassin's Guild. I don't think I'll mess with these guys. Not yet, anyhow.

My military tech level 3 now allows me to build Destroyers, which give me 90% more firepower and 50% more movement for only 30% more cost than the Fast Scouts. Good Deal.

Let's build 20 new Destroyers (380 PF) on to that new fleet I started last turn, which automatically upgrades the 24 old Fast Scouts to 13 new Destroyers. But that version only happens when you build new ships on to an old fleet. So my 6 fleets of 1st level Scouts are stuck with what they've got. Anyhow, I have my new ADMIRAL (I name him VIPER) join the fleet to give the crew some serious leadership. I also order my 6 Scout fleets out further - just keep it up guys, you're doing good!

I have my other two characters train 2

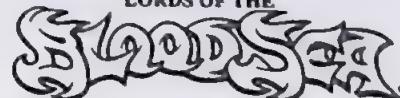
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levels each. Costs me 800 C for the PSIONIC and 300 C for my HERO. That will bring my PSIONIC to level 5 - halfway to being a Lord Of Destiny! The bad news is it really starts getting expensive to train him from now on. I move the HERO to the sector with Armor in it.

I use my PSIONIC to get a new POWER play. These are special doohickies that can either help my empire out in some way or really mess up someone else's empire. There are 10 levels of POW's and to get a higher level (and better) POW, you need a high level PSIONIC to help you out. You can only get a new POW every third turn and it helps to trade in a POW that you haven't used. I started the game with a tiny POW, that only told me the name of the 3rd place empire in the game, so I trade it in and have my PSIONIC help me get a better one.

Turn 4

Increased my economic base to 618 FAC and 576 POP by capturing three more neutrals. Also found a Black Hole. Legends say that wonders await the fleet that manages to successfully navigate through one. Also found a VERY advanced neutral called the Metal Gods, but they blew up my Scout - probably thought it was a space flea or something.

No other surprises this turn with the

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exception of my new POW. This is a good 2nd level POW that reduces the firepower of any planets' defensive shield by 500 combat factors. Hmm, maybe I'll be using this one. We'll see.

I order my Scout through the Black Hole (I hope) and the other 4 Scouts to keep on truckin' across the galaxy. I move my big fleet to that one neutral I'd found very early. I build a new fleet of 17 ships at my Homeworld. Total cost is 300 C and 442 PF.

I spend another 600 PF to go to econ tech 3 and I spend 460 C to raise my ADMIRAL 2 levels and to have my PSIONIC learn the basics of being a GOVERNOR. While I'm at it, I buy 17 POP for 170 C and 4 IC for 40 PF on my Homeworld.

Turn 5

Captured 3 more neutrals, bringing my totals up to 714 POP, 731 FAC and 204 IC. However, I did find two other players; the Skullwar Dynasty and Derem Otanga. My poor scout didn't make it into the Black Hole, much less out the other side (SIGH). Found two more hugh, powerful neutrals, which are way too big for me, at least for now.

I order my ADMIRAL and his fleet to destroy the neutral fleet and capture the planet. I also order my 4 remaining Scouts out even further and my newest fleet to go to the Black Hole in stages, getting about halfway there this turn.

I spend 300 C and 390 PF to build a new fleet of 15 Destroyers. I spend 160 C training up my PSI/GOV another GOVERNOR level and order my HERO to start earning his keep by exploring. Meanwhile, I'll see about beginning friendly relations with these other players.

Turn 6

The galaxy really is a crowded place! Not only did I again encounter Derem Otanga and the Skullwar Dynasty, but I met 5 others as well; the Shadow Empire, Norsemen, Till Death Parts Us, Technatran and even the Little Green Men. Have to sharpen up my pencils!

Captured 1 more small neutral and my ADM succeeded in forcing that other neutral into my empire. All this brings Bad Company up to 16 planets, 812 POP, 817 FAC and 287 IC. Discovered two more unconquerable (for now) neutrals and of all things, a Wormhole. The Scout who found it was freaked out when he found himself all the way across the galaxy in the blink of an eye.

My HERO went out and caught some bank robbers bringing in 34 C at the same time. Good job. Also found another artifact on that recalcitrant neutral. This one gives Admirals knowledge. Since my Admiral found it, I give it to him to use as he will. I spend 700 C to have my PSI/GOV train another level in his

PSIONIC discipline, which will bring him to level 6. I have him use his abilities and trade in my old power play to get an even better POW. I send my HERO back out exploring (or whatever), but tell him to be bolder this time.

I spend 800 PF to go up to military tech level 4. Then I also order two new fleets of 13 Destroyers each built. (Now that I have two planets with IC on them, I can build 2 fleets a turn, not just one). That costs me 600 C and 676 PF.

Meanwhile, I order all of my fleets out even further to see what they can find.

Turn 7

Only managed to capture 1 more neutral, bringing my totals up to 851 POP, 859 FAC and 288 IC. My poor Scout fleets really took a beating. Of the 6 fleets I started with, only 2 are left now. Discovered yet another very advanced neutral. Space truly is a dangerous place!

My HERO found the recent battle site from some minor action and found 49 PF on a derelict cruiser. I really am getting to like this nut. The artifact given to my Admiral raised him up one level just by reading it. My PSI/GOV helped obtain a level 3 POW that allows me to cause an earthquake in a sector which will destroy 1/2 of all the ground units there. Pretty cool.

My fleet reached the Black Hole, have to order it through. Let's have another fleet conquer one of them neutrals and have the rest of the fleets see what else is out there.

I spend 240 C to train my PSI/GOV up another GOV level and have my HERO train up one level for 300 C. I also buy 6 POP on my Homeworld for 60 C and order 2 new fleets of 18 Fast Destroyers each built for 600 C and 936 PF. Finally, I order the construction of 18 new IC on my Homeworld for 180 PF.

Turn 8

Argh! That darned Black Hole ate another fleet. I guess I just don't have the technology to handle it yet. But soon - Soon! Captured the pesky neutral, but lost one Scout to a Derem Otanga planet (Oooh, he will PAY!). Then the very last of the brave old Scout ships took severe damage at a Technatran planet. Well, at least we're up to 18 sectors, 926 POP, 901 FAC and 359 IC. Plus I can build new fleets at 3 different planets, but I'm still limited to being able to build only 2 fleets at a time. SIGH.

My Admiral discovered the intergalactic Admiral's Academy. Of course, he is begging to stay here for a while and study. Well why not? Sure can't hurt. Captured a level 2 Diplomat on that neutral. Don't know what I'll do with him, yet.

What's this!? Someone (character #24)

tried to assassinate my PSI/GOV! Must be jealous of his great abilities. HA! The attacker suffered fatal wounds while my dude didn't get a scratch. ICEMAN sure has lived up to his name; cool as a galactic cucumber.

I made decent agreements with the Skullwar Dynasty, Technatran and the Little Green Men, so I will declare them all my allies. Sure can't fight 'em all at once!

I have my PSI/GOV train up another GOV level for 400 C. Also have my Admiral train up a level for 300 C and up my Diplomat one level for 200 C. I'll send my HERO out into the wild unknowns again, while we spend 1,000 PF at home to go up another military tech level.

Turn 9

Didn't capture a single thing. Perhaps demotions will promote more conquests? Normal growth has us at 938 POP, 909 FAC and 363 IC. Ran into another player; the Icelords of Celti. Didn't find much of anything except other empires' possessions. Could I be at the practical limit of my expansion? Well, we'll see about that, won't we?

My HERO chased down some more bank robbers and brought in 83 C in the process. He begs me to send him back out. He claims he has a hot tip he wants to check out. So what's

he still doing here? GO! At the same time, I need ICEMAN to get a better POW. Why not train him up on level in PSIONICS at the same time? It's ONLY 1,000 C. Let's see if the Diplomat is worth his salt. I order him to convince a neutral to join our empire.

I feel the need for speed and lasers, so I order a new fleet of 38 Cruisers built for 300 C and 1292 PF. Let's keep exploring space that is non-allied controlled. More info on Derem Otanga sure would be useful. Heh, heh.

I received a fast reply from the Icelords of Celti, so I'll declare them allies as well. They're on the other side of another ally, so it's no big deal.

Turn 10

Found and captured another primitive (I didn't think there were any of them left!), which brings us up to 19 sectors, 996 POP, 964 FAC and 367 IC. Blew up a Derem Otanga fleet that was nosing around one of my planets.

My HERO followed up his lead and explored an actively moving asteroid field, bringing in 131 PF in the process. Just as I figured, that Diplomat is a waste of time, he couldn't even properly bribe some back-star hicks! Just have to send him surveying; go

count the grains of sand on Arrakis! GRIN. My PSI/GOV informs me that the new POW is excellent; a treasure map is found that will lead my HERO to great wealth. My HERO is insane with glee and anticipation. Well, who am I to say no to such a hard working guy? In reward, I'll spend 1,400 C to train ICEMAN up to a level 8 in PSIONICS.

It's about time to improve my military tech, so I spend 1,200 PF on that. Meanwhile, here's a neutral with only one ground unit on it. Let's see what a fleet of 18 Fast Destroyers and another fleet of 13 Destroyers can do to it.

Turn 11

Well, at least I found out why it's called a Death Machine! Small consolation for the loss of two fleets, though. SIGH. No new conquests, but natural growth us up 1,009 POP, 972 FAC and 371 IC.

My HERO really made good use of that power play map doohickey. He brought in an incredible 594 C! As a reward, I'll give him next turn off. Besides, he stubbed his toe and needs to heal up. I'll spend 1,900 C to bring my PSI/GOV up to level 9. Boy it's getting close. If I can get him to level 10 before anyone else...

My econ tech is sadly lagging, so I'll spend 800 PF to improve economic matters.



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Turn 12

Still no new captures. Up to 1,025 POP, 980 FAC and 375 IC anyhow. Very little activity, but I am gathering ever more (and more useful) information on Derem Otanga. GRIN.

Okay, let's see if we can't get more accomplished this turn. I order my HERO out exploring again, now that his little toesy is all better. And ICEMAN must use his considerable PSIONIC skill to get us a new POW.

Time for a little shuffling. Have to reassign my Admiral to a new fleet and combine his old fleet into it. Now he'll be commanding 37 Cruisers. Chuckle, chuckle.

Turn 13

Boy, this inactivity (relatively speaking) is killing me. Did I make too many allies? Oh well, up to 1,036 POP, 990 FAC and 379 IC anyhow.

My HERO did it again! Rescued a rich tycoon from some nutty terrorists and was rewarded 125 PF. Good Boy, now go back out there, hmm? Saved my Credits from last turn to be able to do this...Order ICEMAN to train up to that final 10th level for 2,500 C.

I order another raise in my military tech for 1,400 PF. Now let's see some of these shiny,

expensive fleets earn their keep; we'll attack a non-space faring primitive neutral and one of Derem Otanga's planets (and about time too). Hey, check this out, my researchers discover a possible way to survive a trip through a Black Hole...And I just happen to have a fleet there. Go boys!

Turn 14

This is more like it! Blew away all opposition and captured the neutral and D.O.'s planet. That puts me up to 21 sectors, 1,143 POP, 1,079 FAC and 440 IC. My fleet made it through the Black Hole and ended up in Valhalla, of all places! That's cool, but what can they do there??

YE-HA! I have done it. I have created a Lord of Destiny. YES! Let's see, a PSIONIC LOD enables my empire to...(oops - almost lost control there). My HERO went back to the crazy asteroid belt and dug around for 126 PF.

Turns 15-20

I must, by necessity, condense these last turns down for a couple of reasons. First, my war with Derem Otanga has really taken off and as this game has a ways to go yet and D.O. could be reading this. Also, I have some plans up my sleeve for another neighbor. But to

summarize:

My war with Derem Otanga proceeds slowly but surely towards his lovely Homeworld.

My fleet at Valhalla finds itself in a curious position; it can't do anything there, but it can't leave the place either! Sometimes the exotic CAN be too good to be true!

My Lord of Destiny has gotten me some really terrific power plays. These things ROCK! GRIN.

My HERO continues to rescue damsels in distress and other strange things, but he does bring home some bucks!

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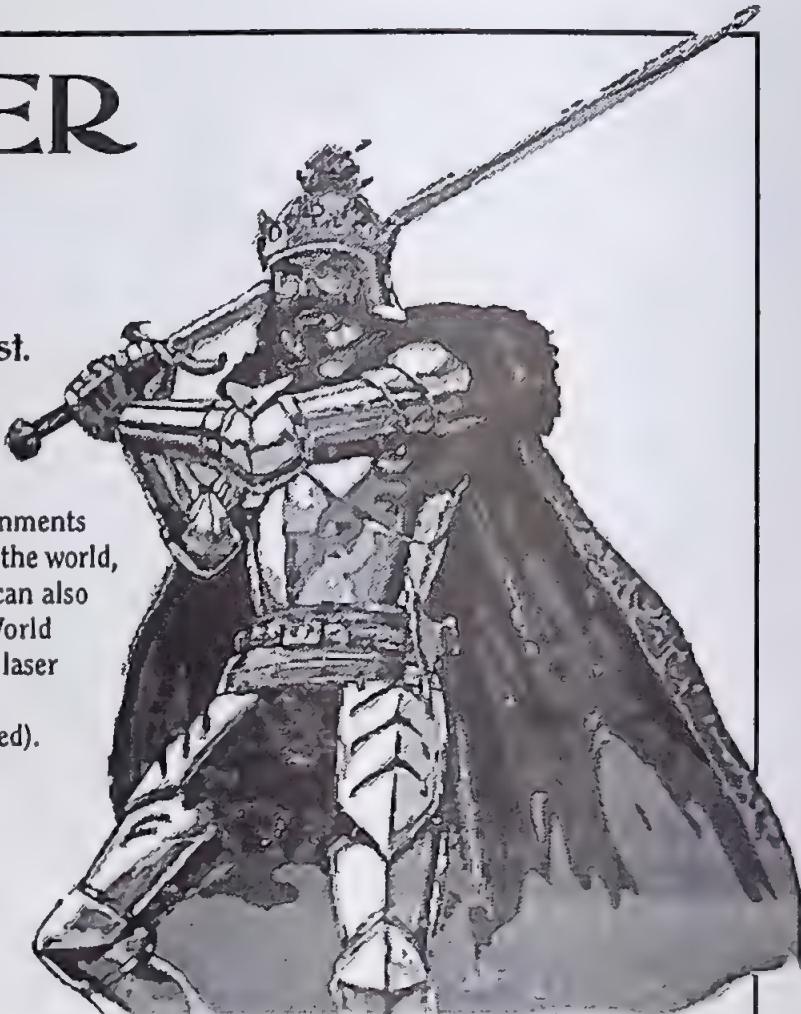
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THE TIME LADY

By B. E. Wright

Part I: Introduction

"You are Soaring Eagle, chief of the Tribe of the Snapping Turtle. Your village is situated on an island in the Great Sea... Your thick black hair hangs below your waist, held in place by a band of bear's fur. You wear a necklace of the bear's teeth and claws..."

Thus was I introduced to Soaring Eagle, my first character in *The Time Lady*. This game is one of a number of very small scale PBM games that generally rely on word of mouth advertising. Like many of the others, it has a limited number of positions and is 100% hand moderated. Each turn costs \$5.

The Time Lady is a hand-moderated limited position role playing game where you can run anything you want. I personally have run an Indian chief from an island in Lake Superior (ca. 5000 B.C.), a Chinese warlord (400 B.C.) and a time traveling anthropologist whom 20th century Earth is like ancient Babylon would be to you and me. Others run socialites (16th-19th century preferred), vampires, superheroes, submarine captains, semi-omnipotent beings, elves, kings, revolutionary war figures, and...well, you get the picture. This game is SLOW, expect a turnaround time

of 6-12 weeks, but it's a pure delight. The figures are well fleshed out and there is plenty of variety to keep you occupied. Of course this type of game is better still when you have player character companions. Fortunately Colleen encourages this type of interaction, and although I have not personally become involved in any groups, they sound like lots of fun! For example, the cabal in New Orleans in the 1850's is pretty interesting, it's apparently based on Anne Rice's vampire novels. But who knows? My anthropologist might wind up there yet!

There's also a newsletter that used to come out every month but has slipped to one every two or three months. In it there's a different message/hint for each player, so everybody knows who's active and tries to guess what the others are up to. About once a year Colleen puts out an issue describing the various characters. Some of them, like Eros Eternity the time-travelling superstud, are really weird! I'm not into blue language myself but Colleen's no prude, people who want it get it! Of course Soaring Eagle did have two wives...

The turn results typically run from two to four pages in length, and you can count on

several details you didn't count on in each turn, as you'll see later. It's the details that really get you. This is an old-fashioned anything goes hand moderated PBM game. There's no rulebook, no limits on what you can say or do, and as little or as much interaction with other players as you want. You choose a time and place and Colleen will almost make you think you're there. She's that good.

I never have counted the positions but my guess at this time is 50-60. Major eras include 1850's New Orleans, ca. 1100 Egypt-Europe-Asia Minor, 1620's or 30's France, Spain and West Indies, 1720's-30's France, 3500 A.D. ruins of London and with the introduction of a new Japanese naval position, WWII Pacific theatre. Find out more from Colleen.

Part Two: The Story of Soaring Eagle

Turn I: August 5, 1991.

Much of this first turn was spent describing Soaring Eagle, his two wives (Rainbow and Star) and his son, Little Cub. However, the first plot line was already being shaped as well...

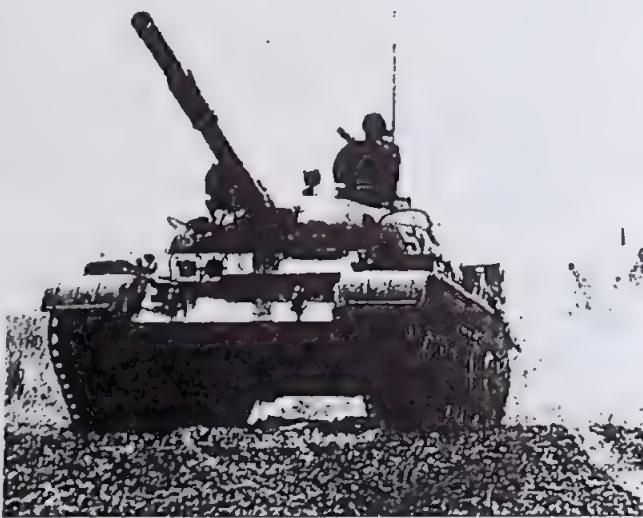
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and has been making raids on your village. You must invoke the spirit of the Great Snapping Turtle to protect your tribe and bless the meeting, then you turn to listen to Raven, the Shaman.

Raven says that the invaders have a powerful spirit protecting them, but that your own tribe's spirit is equally powerful..."

Turn 2: August 27, 1991.

Soaring Eagle was convinced by Raven's magic that war with the Moose Tribe was inevitable. He assembled his seventy-eight warriors and came up with a plan...

"You choose five warriors who have proved their scouting skills in previous battles. You wait until the sun has set, then you will go to spy out the Moose Tribe's location and strength.. When you and your scouts have made your plans, you retire to your wigwams to rest.

Rainbow and Star have prepared a meal of fish and berries. Little Cub awakens and cries, so Rainbow mashes some food in a small birchbark bowl and begins to feed him.

Star does not eat much. She is fourteen summers old, with eyes like a doe's and a body that drives you mad with its slender grace. Her belly is just beginning to swell with her first child...

Rainbow is occupied with Little Cub, so you take Star by the hand and lead her to your sleeping-mat with its rich covering of bear and muskrat skins. She coyly removes her deer-skin gown and nestles sweetly in your arms..."

Later Soaring Eagle and his men went forth. They hid their own canoes then split into two groups. Soaring Eagle, Black Bear and Silent Fox scouted the enemy tribe while Leaping Trout and Bright Sun destroyed the Moose Tribe's canoes. The mission was a success; the five warriors returned to the island to prepare for the coming battle.

Turn 3: September 17, 1991.

"The sky is just beginning to glow with rosy light. You and your warriors creep silently toward the camp of the Moose Tribe... [your scouts] soon return, reporting that they found only two guards, and that they took both by surprise..."

This was a battle turn. The Snapping Turtle tribe surprised their foe, driving them towards their now-sunken canoes. Soaring Eagle won the battle, but took no scalps or prisoners. But he did require the Moose Tribe chief to leave his island alone. The victors waited as the losers packed up and left the lake shore. The returning Turtles were greeted by Raven, who was chanting a victory song. Hugs from both wives and a rabbit stew dinner followed, then Soaring Eagle fell asleep, lulled by soft lapping of waves on the shore.

Turn 4: October 12, 1991.

"Rainbow and Star giggle as they place the ceremonial headdress on your head and smooth your braids. They are justly proud of your deerskin ceremonial garments, expertly embroidered with porcupine quills and shells..."

In this turn, the Turtles hold a victory feast, with fish and venison stew and fresh berries. But the real reason for the feast came later. Sixteen boys and seventeen girls had come of age that year and were ready for initiation. Raven danced and chanted in a circle around the boys, invoking powerful spirits. The boys then filed off into the forest, each one alone, not to return until he found his new name. Seeing this spectacle, Soaring Eagle remembered his own initiation--he still carried a feather dropped from his guardian spirit on his naming day. When the boys were gone, the girls were called into the circle and blessed by Raven, as were the other women of the tribe who carry life within them.

The next day Soaring Eagle attended to business. He visited the wounded men from his battle and he discussed the other tribes nearby with his warriors, including the aloof Wolf Tribe, as well as, the Bear Tribe. The Chief of the latter tribe is Rainbow's father, so Little Cub has ties to both. Both tribes are close to Soaring Eagle's own in size..

Finally the first of the boy-men, Little Pine Cone, returned while dragging in the carcass of a grizzly bear. Raven greeted the man by his newly-won name, Great Bear. The young warrior then approached Dancing Wind, one of the prettiest newly initiated women, and asked her to dress the bear's skin for him. Her agreement signified to the tribe that she should now be considered his wife...

Like any good story, the tale of Soaring Eagle wouldn't be complete without plot twists. As summer turns into autumn, turn 4 ends with...

"One evening you are conferring with Raven and watching the sunset when you see a strange light on one of the smaller islands to the north of yours.

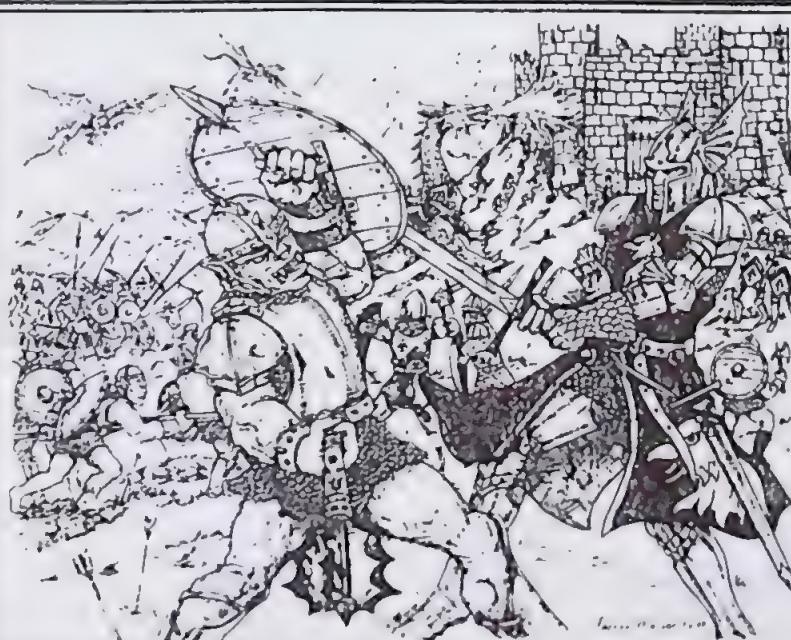
Now you're on your own!"

Turn 5: November 20, 1991.

This is the turn of the moose hunt, or so I had planned. The actual hunt was described briefly (perhaps too briefly?). Meanwhile the plot Colleen had cooked up was thickening. After communing with spirits, the tribe's shaman was troubled. He said the light on the other island is a dread spirit which is not associated with any animal. It is--the Wendigo! Soaring Eagle decided to let Raven handle it--he's the shaman, after all.

Turn 6: January 15, 1992.

The winter had come, but the Snapping Turtle tribe was well provisioned. It was a good time to trade. Two expeditions were sent



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out, one to the Wolf tribe and another, led by Soaring Eagle, to the Great Bear tribe. As usual domestic life played a big part of the turn...

"Rainbow clings to you, begging you to be careful as you set out on your journey. You kiss her gently...The young warriors who have not yet found wives are there, as well as about a dozen young girls who have come of age in the past year and have not yet found husbands..."

"At last all is ready. You bid a last farewell to your wives and lead your party to the waiting canoes. When you reach the far shore, you supervise the hitching of the bundles of trade goods to the excitedly barking dogs..."

The spirits are favoring you. You meet no hostile tribes on your journey, but an eagle circles your camp on the first morning after the start of your journey, a most auspicious omen. After three days you reach the tribe of the Great Bear, where you are warmly welcomed by your father-in-law, Chief Wild Dog..."

At the betrothal party (the girls were greatly appreciated), Soaring Eagle reminisced about courting Rainbow, his first wife. The Bear Tribe's shaman warned Soaring Eagle to guard his tribe's children from the Wendigo, otherwise leave it to Raven. By the next day everyone was married off, including many

young Snapping Turtle warriors with ex-Bear wives. The trading was hard but Soaring Eagle was content with his results. The trip home was hurried, Star would be giving birth soon, and the newly married couples also wanted some time alone! On arriving home our hero was happily reunited with his family.

Now, I thought that would be plenty for a single turn. But Colleen wasn't through with me yet. The next morning Soaring Eagle was thrown out of his home where Star had gone into labor. Soaring Eagle waited impatiently in the men's lodge...

"After what seemed like an eternity, you hear the loud cries of an infant. You run to the lodge with wings on your feet, only to have Rainbow inform you that you must wait a little longer—you have a fine son, but in a few minutes he will be joined by a brother or sister, and you cannot come in until the birth is complete. You sit down nearby to wait. At last another squalling voice joins that of your new son, and Rainbow allows you to enter the lodge. Star lies on her couch, pale and exhausted but triumphant. The younger twin is a daughter, and Star has named the boy Little Sparrow and the girl Fawn. Raven comes in and hangs a powerful talisman of protection around each baby's tiny neck...twins are always an omen of great portent, some-

times good, sometimes evil. You and Star breathe a sigh of relief when he pronounces these twins a sign of special favor, but that he will watch them for signs of supernatural powers. He blesses your lodge and goes back outside, followed by Rainbow, who has left Little Cub with Running Stag's wife. You kiss Star and pronounce the babies beautiful, and she smiles and puts them to her breasts. You stay beside her until she and the twins fall asleep."

Turn 7: March 9, 1992.

In this turn the Wendigo storyline starts to heat up. After struggling with Rainbow and playing with Little Cub, Soaring Eagle learned that Rainbow was pregnant? By late summer Soaring Eagle would have another child. Rainbow and Star playfully scolded the pleased father-to-be. Later Soaring Eagle discussed the Wendigo with Raven. The shaman revealed that he took a spirit voyage to the island. He said that he is fighting the spirit, but not directly. He has called on the Spirit of the Snapping Turtle to protect the children of his tribe.

After Soaring Eagle left Raven, he discussed the other trade expedition with its leader, Yellow Sun. The Wolf tribe had nothing to trade and they only brought back

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three brides. Finally, Soaring Eagle and others did some net fishing.

Turn 8: May 12, 1992.

This turn begins with Raven distributing more powerful charms to protect the children from the Wendigo. Little Cub didn't like it at first, but soon he paid no attention to it. Soaring Eagle warned his wives to never remove them, then he surprised them with gifts! He gave each of them a cloak of bright feathers which he had made in exchange for some white stones the Bear Tribe traded him. Rainbow and Star gave Soaring Eagle many hugs and kisses, then began to plan a feast where they could wear their beautiful robes and make all the other women jealous.

After this pleasant interlude the chief warned his people about the threat from the evil spirit; Raven had already put powerful talismans all about the outskirts of the village. By now the lake was frozen so Soaring Eagle set up parties to patrol the island for wolves that could cross over on the ice.

It wouldn't be like Colleen to end a turn on a quiet note...

"When you leave the men's lodge the stars are shining above you and the moon is a silvery crescent in the dark sky. You are halfway home when you see him standing perplexed at the water's edge, held back by Raven's magic. His face is more beautiful than the sun or the moon, and a star gleams in the center of his forehead.

Now you're on your own!"

Turn 9: July 20, 1992.

Things had just gotten very bad for Soaring Eagle. The Wendigo had arrived...

"The Wendigo's eyes, deep and black as obsidian, meet yours with a commanding stare, and you know this will be a battle to the death..."

Soaring Eagle resolved to stay, for he was chief, and his children were in danger. As he returned the Wendigo's gaze, he felt himself drawn into the Spirit World. Evil spirits jabbered, trying to disrupt Soaring Eagle's concentration as the Wendigo attacked. But Soaring Eagle also felt the presence of both Raven and the Snapping Turtle Spirit; he was not alone in this battle. The Wendigo became a grizzly bear. He leapt at Soaring Eagle, but to no avail. He resumed his own form, sort of; he was now twice his original size. His blazing red eyes continued to assault the chief's ego. Stealthy footsteps crept up behind Soaring Eagle, an arrow whizzed past his ear, but Soaring Eagle stayed still, eyes locked on those of the Wendigo.

Soaring Eagle then began his counterattack...

"Still holding the Wendigo's gaze with your own, you call upon your personal guardian, the Spirit of the Great Eagle, to aid you. Suddenly he appears, three times as large as

an ordinary eagle with talons like lightning bolts. He flies around the Wendigo's head, uttering blood-curdling screeches..."

But the Wendigo was prepared. He took the form of a mist which the Eagle Spirit could not touch. Somehow Soaring Eagle knew to call on small fire-spirits to converge on the Wendigo. The Wendigo's cloud-form was vulnerable to them so he had to switch back to normal. Once he had, he launched his most terrible attack yet...

"Now evil spirits begin to dance around you, causing horrible pictures to form in your mind. You see Rainbow lying dead with a dead child beside her, and Star and Little Cub and the twins naked and starving in the snow while your camp lies in smoking ruins and your enemies dance in triumph. It takes every ounce of your strength not to beg the Spirit of the Snapping Turtle to bring you home, but you continue to stare unblinkingly at the Wendigo. The horrible visions fade, and you feel reassurance from Raven surge through your mind. Somehow you know that the Wendigo is weakening..."

Soaring Eagle then called on the Snapping Turtle Spirit to defeat the Evil One once and for all. The spirit's power filled Soaring Eagle, and he was able to reach out and touch the Evil One. Lightning crashed forth from the chief's fingers and the Wendigo shriveled into nothingness...

The two good spirits appeared to thank Soaring Eagle, then Raven appeared, smiling. The next thing Soaring Eagle knew, he was back in his village where he'd started, exhausted. He returned to his lodge, and his bed...

"Star moves closer to you in her sleep; you caress her silky black hair and thank the good spirits that she and Rainbow and the children are safe, then you drift off to sleep..."

Turn 10: October 14, 1992.

With the Wendigo defeated, the plight of the Wolf Tribe drew Soaring Eagle's attention. His tribe had plenty; Raven explained that it would please Wolf Spirit if they would help his tribe. With the Great Sea frozen they were vulnerable to a wolf pack crossing the ice to their island; it would be wise to please the wolves' patron spirit. The other good spirits approve of the gesture as well.

So Soaring Eagle consulted with Yellow

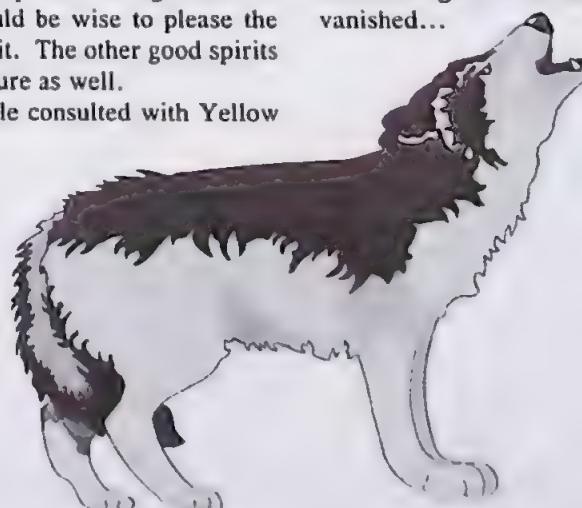
Sun about the expedition. Yellow Sun's new wife, Meadowlark, is the daughter of the Wolf Tribe's shaman, so she also listened intently. The Wolf Tribe is short of dried fish and berries. Soaring Eagle also decided to give one of his rare copper arrowheads to their chief.

On this turn Colleen gave Soaring Eagle a lot more names of NPC's—expedition members, a brother-in-law (Watchful Lynx, Star's older brother) and his new ex-Wolf tribe wife. Anyway after some more preparations the group was ready to go. But before they left Soaring Eagle received a farewell dinner of roast rabbit and hot bread made of ground-up acorns. As before, this journey by dog-pulled sledge was uneventful except for the sound of coyotes far away. Chief Big Elk was grateful for the food. Their shaman, Hawk, blessed Soaring Eagle's band, and he spent that night in Big Elk's lodge. The next morning Big Elk presented his gift to the expedition—a wolf's tooth on a leather thong. Soaring Eagle put it around his neck, it is powerful medicine.

This time the return journey was NOT uneventful...

"The next night as you make a camp you hear the howling of a great wolf, so you fall asleep with your bow and knife beside you in case it should attack. There is no sign of it in the morning, not even tracks in the snow, so you continue your journey homewards. The next night you hear it again, closer this time, and accompanied by furious yelping from your dogs and the whining of coyotes. You leave the sleeping furs in an instant, nocking an arrow to your bow as you do so, but all you see are several scrawny coyotes running away from your camp with their tails between their legs while your dogs strain at the ropes that hold them. You hear the howling again, and see the silhouette of a gigantic wolf profiled against the full winter moon..."

When they got back to camp Raven explains that what the expedition had seen was the Wolf Spirit himself. Soaring Eagle's wolf tooth is powerful medicine indeed; it will bring the protection of the Wolf to him, as it did the night before. Soaring Eagle encountered the Wolf Spirit again the evening. The spirit acknowledged the chieftain's thanks and slowly vanished...



Turn 11: January 1, 1993.

In this turn the Snapping Turtle tribe passed the winter. The men told stories and made nets, fishhooks and weapons. The women made clothes and moccasins for everybody. No wolves crossed the ice onto the big island. On sunny days the children played in the snow, pelting each other with snowballs.

Then comes the plot twist.

"One day one of the boys, Little Sparrow, runs into the men's lodge in the middle of a discussion... You and the other men gaze at him sternly while Raven asks him in a voice like thunder how he dares to enter the Men's Lodge when he has not yet proved his manhood and earned his name. He lowers his eyes in shame for a moment, but then he boldly raises them again. 'I am sorry to disturb you, Wise and Gracious Raven, but a great white bird has fallen outside with a broken wing, and I have never seen such a bird before. You must come and see it!'"

The bird at the edge of the village was in bad shape indeed. It made terrible movements with its graceful neck. Raven picked it up and carried it to his lodge. The rest of the tribe looked on in awe and wondered what it meant.

Turn 12: April 4, 1993.

As the tribe waited, Raven cared for the bird. He chanted powerful healing spells every

dawn and dusk, and brought it out at noon to feel the sun. Somehow Soaring Eagle felt akin to the bird and visited Raven every day. After a week Raven announced that the great white bird was on the road to recovery, and by spring it would be able to fly again. He also announced that this no ordinary bird, but a messenger from the Great Spirit, sent to bring good tidings to the Tribe of the Great Snapping Turtle. Evil spirits sought to prevent its safe arrival by shooting it down from the sky with an invisible arrow, but the Eagle Spirit intervened, knocking the arrow from its path so that the messenger was only wounded. Raven led the whole tribe in prayers of thanks to the Great Spirit and to the Eagle Spirit. When they finished he summoned Soaring Eagle and his twin children to his lodge, for the bird wished to speak to the chief. Once they arrived, Raven and his wife left the three alone with the great bird..

"Greetings, Brother, in the name of the Great Spirit. I have come from He Who Created All Things to tell you of your twins' true birthright" He turns toward your son. "This boy will be a great shaman and healer, and all men will bless him." Now his black eyes meet those of your daughter. "This girl will be beautiful beyond the lot of mortals, and with her hands she will create magic objects even more lovely than she, causing all people

to wonder at her skill. When she comes of age, I ask the privilege of claiming her as my bride." He returns his gaze to you..you know that he is a star-god who has taken bird form, and that of all your tribe, only you have the privilege of knowing his name--Sky Stalker. "You may go now, Brother," his thoughts meet yours, and you can feel that he is smiling. "We will meet again..." "

Later Star fussed over her twins, wanting to know everything that happened. Her eyes grew wide with wonder as she heard the news. Soon winter was ending, and the men met in the Lodge to discuss the Moose Tribe. The Snapping Turtle tribe is not a hostile one; surely the Moose Tribe could have sent a trade party rather than raiding parties. It was agreed that as soon as spring arrived, a party would be sent to negotiate with them.

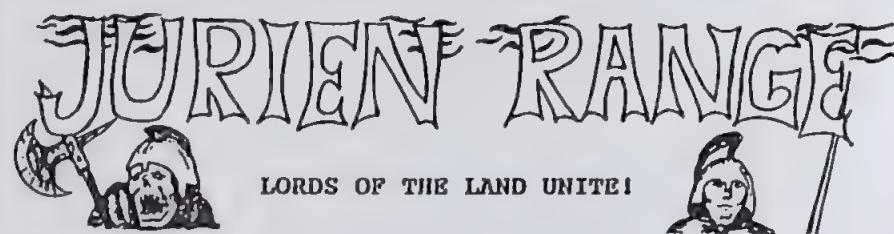
Part 3: Conclusion

Well, twelve turns was as far as I got with Soaring Eagle before I retired the character. In retrospect it was the right thing to do. I had become interested in interacting with other players and my extremely isolated Indian chief was not going to be able to do it as well as my time-travelling anthropologist can. But my main reason for retiring Soaring Eagle is that, paradoxically, he had done too well. He had made peace with one tribe, chased off another but still held the favor of their patron spirit, and traded with a third tribe. He had been victorious in both normal-world and spirit combat and had many spirit allies. His tribe was strong and well fed, his family was happy and growing, and a messenger from the Great Spirit himself had foretold great tidings. All in all, I felt that Soaring Eagle just couldn't do any better than he already had, so I stopped at the peak of his career. Still, at my admittedly slow pace I'd spent almost two years getting to that point, and I enjoyed the trip. I have no regrets.

I hope the story of Soaring Eagle has properly described how it feels to play The Time Lady. As a small game there are usually only a few new positions open at a time, but if you don't mind the wait the game is fun to play. The one irritating feature about both this game and Murder! (last issue) is that Colleen never tells you what your account status is unless you specifically ask her. I get around that now by sending money for each turn, with that turn. Colleen doesn't mind. I personally prefer games where interacting with others on the telephone is an option, no a necessity, and The Time Lady is one of those. In conclusion, I recommend this game, it is a solid one.

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STARQUEST Games 1 & 2 are both in the heat of battle and everything's still up for grabs.

Set-ups for STAR QUEST include maps, help disk for IMB compatibles, rules, notes for beginning players and empire. Set-up prices vary between games. Call us for more information.

WORLD EMPERORS II Game 2 Things are moving along nicely and alliances have been formed. WORLD EMPERORS II is a conquest game set in a time distorted ancient/medieval world. Set-up includes map, rules, position and 5 turns for \$16. We are accepting start-ups for a new game this summer.

BLOOD GORE & GUTS ACROSS THE GALAXY Game 1 We are happy to announce the start of game 1. Its first turn was due March 25. There are still positions available and we are offering them to Paper Mayhem readers at a special rate of 5 turns for \$12.

GAMEPLAN is underway as well with our first basic league. The first turn was due and the results should be in our players hands now. We are looking forward to an exciting

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season.

DOMINATION Game 71 ended with Carl Meyer as our winner. Congratulations to Carl on playing a fine game.

DELTAX GAMING generally operates on a 3-week turn around for most of our games. This gives everyone an opportunity to plan and converse with other players. We are always happy to answer questions and can be reached in a variety of ways: by phone (314) 227-8509 CST or fax (314) 227-2130, both are available 24 hours a day, through CompuServe at 72260,745 and of course by mail. We offer incentive credit to any player who recruits a new player to any of our games. Both the recruiter and new player receive \$5 game credit as long as the new player mentions the recruiter's name. We also offer 10% game credit to any player who pays by check in increments of \$50 or more. We take major credit cards and give a 5% game credit to players who charge \$50 or more.

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We are reintroducing our FIVE turns for \$5.00 set-up in Death & Sorrow. Our introductory level wargame is fast paced and deadly. Games usually last 13-15 turns. Rules, set-up and five turns are only \$5.00. Turns are \$2.50, \$3.00 for turns ten and beyond. Rules for this game are only \$1.00.

Since there are no veteran Seeds of Destruction players (yet), we are often asked for advice on the first few turns. First, review the tutorial on your first turn carefully. Conquering the planets in your home system on the first turn is critical. Be sure to design a Transport using the Double Fusion Engine. Second turn you have a big choice to make: do you build a transport this turn, or wait until turn three? You will have an income of about 125 BUCs, and you need to spend 30 or so on Morale to get your newly conquered planets on line. However, the first transport will cost you 96

BUCs (including the prototype fee, which will be 32 BUCs for the 64 BUC transport). This leaves you with no money at all for research or investment. On your third turn, your income will be about 175, so you can easily build two transports if you built one last turn, and you can build two even if you waited until now to build your first.

Once your transport is built, keep it alive. Remember, there are 365 days in each turn, use all of them. As soon as the transport has dumped the troops on the destination planet, have the fleet return to your home system for more troops. Don't let the transport sit in the destination system for the rest of the turn. In this way, a single transport can conquer two systems in three turns. Also, keep in mind when the transport will be arriving in the system. If it will arrive late in the year (turn), try for one of the smaller planets. It is better to have a small planet conquered at the end of the turn then to have a large planet still contested. You won't get any income if you are still fighting when the turn ends. Always spend all of a new planet's production on morale the first year after you take it.

In the next few turns you will finish up the nearby systems, and probably run headlong into your neighbor. There are thirty stars in each person's area, but some of the stars in your neighbor's area are closer to you than some in your own area. This is true for him

Advent Games

Setup fee is \$10.00 and includes two ten action turns and the rulebook. Turn cost is \$2.50. Extra actions are 25 cents each. Rulebook, when purchased separately, is \$5.00.

ADVENT GAMES
P.O. Box 26 Dept. 11
Malcolm, NE 68402-0026
(402) 796-2696

WHAT IS TAKAMO?

- It's agricultural corporations sending highly advanced technicians and farming equipment to distant worlds.
- It's pirate races raiding planets for loot and slaves.
- It's civilized races searching for suitable worlds to terraform.
- It's trade corporations dealing with scores of alien empires, striving to be the sole supplier of trade goods to their planets.
- It's smugglers plying their trade amongst the stars, and selling information to the highest bidder.
- It's nomad races with the technology to turn whole planets into giant starships.
- It's cybernetic races searching the heavens for signs of the biologicals which infest the galaxy.
- It's a computer moderated, strategic level simulation of empires in a struggle for survival among the stars.

TAKAMO...it's more than a game.

also. Be sure to take the edge systems quickly. You can fill in the systems that are farther away from you later (they are much farther from him). Consider carefully before taking your neighbor's edge systems.

Don't let the lack of direct contact of the first few turns cause you to neglect weapons research. The first weapons you get are not very powerful, but one or two generations of research yeilds weapons with much more power, accuracy and a faster rate of fire. You don't want to get into your first fight using the weapons you started the game with, if your enemy has developed "real" weapons. Also, early in the game you are three turns from your neighbor's home system, so any ships you sent there would be using technology that is three or more turns behind his. Later in the game three to four turns would get any ship anywhere in the cluster, but right now, an invasion force has to deal with the age of its equipment as well as the enemy ships.

Remember that in Seeds of Destruction, as in space itself, there are no defensive boundaries. Be sure to build up the morale on all your worlds to Assimilated as soon as you can, even the ones far from the "front". When they are taken (and some will be lost in any war), take them back quickly. When you fight to take back a planet that had been Assimilated into your Empire, the population itself will provide rebel forces to help any invasion. It is

important to fight while your people still remember you, and while you still get these additional forces to help in any attempt to retake the planet.

Information on our game is always free.

Eckert Gaming Group
PO Box 16384
Rochester, NY 14616

ENTERTAINMENT PLUS MORE, INC.

The latest news with Entertainment Plus...Our new fax number is (414) 749-2721.

The AG game is being enhanced further with more npc interaction, world events, and of course more monsters, treasures, diabolical villains, powerful deities and danger-filled adventure sites.

An AG meeting will be held at GenCon in Milwaukee. Unless the scheduling folks change their minds the meeting will be on Saturday, August 20th starting at 2:00 pm.

If you are just curious about Adventurers Guild an introductory brochure is available; just send a self-addressed stamped envelope (#10, business size) and you'll receive it shortly. As a special offer to the readers of Paper Mayhem, you can write "referred by Paper Mayhem" on your first Adventurer

Creation Sheet, which will give you a \$5 credit to your account. Please note this takes the place of being referred by another person, and that the credit more than pays for the rulebook.

Why not send for a rulebook (\$3.50, over 30 pages, with illustrations) or informational brochure (29¢ self-addressed stamped envelope requested) today? If overseas, please add \$2.00 for the rulebook. Also be sure to see our section in the PBM Activity Corner to get a glimpse into the recent happenings within the guild halls.

Entertainment Plus More, Inc.
Adventurers Guild
P.O. Box 2578
Appleton, WI 54913-2578

FRACTAL DIMENSIONS

August already?! Fractal Dimensions is in the mists of working overtime to get ready for AndCon '94 in September. This year, we are planning to run A Duel of A Different Color in a prearranged time slot, check your AndCon registration booklet for more information. This will free Don and Kathy from moderating throughout the convention, so that they will have a chance to chat with friends and players that will be in attendance. Please stop by and visit with some of the staff of FD. Remember, AndCon is the official US PBM

Welcome To The World Of *OUTPOST*

Outpost is a game of inter-stellar manufacturing and distribution. As CEO of your company, you are competing against nine other players that are scattered around the 50 planets of the galaxy. Each player starts on their home planet complete with sales office, assembly plant, warehouse, and factory. As a corporate leader, you will have to decide whether to devote your resources to economic development, military and strategic deployment, or a subtle combination of the two.



Everything in your ever-growing empire requires one thing . Credits !!! To keep the wheels of progress rolling, you will need to do what you do

best, and that's manufacture goods. So build your ships, send them out to buy the raw materials return them to your home planet, and pump out the finished goods as fast as your factory can produce 'em. There are 20 different finished goods that the planets will be asking for, and inherent pros and cons to producing each kind, so plan your marketing strategies well.



Plus, all players that own an IBM compatible computer will get the **Online** software for receiving and submitting your orders. The **Online** software, complete with pull-down menus, and help windows, even has an expense listing option to show you how many credits your currently entered orders will cost.



Outpost is run on a 2 week turn around so the action is fast and furious. Turn costs are \$6.00 with no extra or hidden charges. New games are \$12.00 to start and you will receive all game and **Online** manuals, your first turn on diskette, (if you choose to use the **Online** option), all starting maps and charts, and your first 2 turns.

To participate in the next game of **Outpost**, send your name, address and phone number along with a check or money order for \$12.00 to:

Spyder Games
1307 Sebring Circle
Elgin, IL 60120

Also indicate if you would like to use the **Online** option, and if so, whether you prefer using 5 1/4" or 3 1/2" diskettes.



All player reports, maps, and graphs are generated using high-quality laser printed graphics so there is no need to try and decipher some inscrutable cryptic codes to read the results of your turn. Simply look at the maps to see your ships, facilities, tanks, etc. and read your reports to see the results of all your orders.

Convention. By attending, you will be showing your support for your hobby.

Speaking of conventions, in March and April, we attended two in New York State, Simcon XVI in Rochester and Pentecon VI in Ithaca. DUEL was run as an event in its own time slot during these conventions. Both events were sold out and were considered a big hit. For joining in the fun, each player received an official FD certificate of play. The winners of the events, Ron Blum, who played the Dark Knights, and Martin Pekurny, who advised the Toifils Brigade, each received a DUEL t-shirt along with an official first-place certificate.

At the time of this column's writing, we have been informed that we have been nominated for the Best New PBM Game of 1993 at Origins. We would like to acknowledge that when you read this, the outcome will already be known. The fact that DUEL got on the ballot leaves us in awe. Win or lose, we are honored that we had a chance to receive this award. We would like to thank all those involved.

The summer edition of the *Fractal Spectrum* is on the stands. The *Fractal Spectrum* is FD's official newsletter that hosts information about our games and the game industry as a whole. It's a bargain at 52 cents. It's filled with news and reviews about all sorts of things that impact our hobby. For the current summer edition, send 52 cents or the equivalent in stamps, to our address with a note stating, "I want my Spectrum!". Back issues are available, please contact us for more information. Also, if you would like one of our game flyers, please include a SASE or a return mailing label and a stamp.

For those readers and players who have access to a computer modem and a terminal program that supports the zmodem protocol, you can access our ChaosNet Access Modem at (607) 753-6579. This number will allow you to logon to our computer network and retrieve statistics and information about DUEL. With prior acknowledgement, players are allowed to upload game turns and download their results. This type of transaction will entitle them to a 10% "Dutchman Discount" in playing FD games. Users can exchange e-mail messages with FD staff, playtesters and DUEL players.

Just for general information, DUEL source books are still \$5.00. DUEL setups, which include the source book and two turns, are \$13.00. DUEL's turn fee is a fixed rate of \$5.00 for playing 5 characters. (See our advertisement elsewhere in this issue of Paper Mayhem.)

Fractal Dimensions

17-29 Main St., Suite 316

Cortland, NY 13045

Internet: fractal@fractal.cit.cornell.edu

ChaosNet Access Modem: (607) 753-6579

Service Phone: (607) 753-9246

GAMER'S DEN

Got access to Internet electronic mail or a CompuServe account? Wanna play some cool PBEM games? Then come join us at the "Den"! We've got two games for you right now, and a couple more coming out pretty soon.

Phoenix is a close-ended PBEM space game of diplomacy, exploration, economic expansion and military conquest. The game has a strong wargame feel to it, and units and player positions are elegantly balanced. Each game has a new galaxy, so no two games play the same. You control a space empire composed of one of seven different racial types expanding from a single homeworld. Your goal is to control over half of the galaxy, either singly or jointly with up to a quarter of the players in the game. Pump R&D points to increase your combat, sensor, jump drive and science technology. Balance your military and economic growth as you explore the galaxy and search for your neighbors. Drop off command centers on secure planets to monitor and direct your expansion. Centralize your production on a few planets or distribute your efforts. Most importantly, negotiate with other players while playing close attention to the planet tally to insure you are one of the winners.

You can start off in single player Phoenix games to learn the rules and play the game at your own speed for only \$1.00 per turn. Practice with each of the different races to get a feel for the strategies involved. Then, when you are ready, jump into a multi-player game for \$2.50 per turn. You can test your wargaming skill in two player challenge Mercury matches, join into the diplomatic web of the 20 player Jupiter games or signup for anything in between. If you've got an MS-DOS machine with VGA, then we've got a treat for you. The Phoenix Ambassador by Dan Moen of What Software is available for free. It is a great graphical tool to help you browse through the galaxy and plot your steps to conquest. Dan spent a great deal of time on the program and it shows. The 200+ page Phoenix Player's Guide is available for free just download on the Internet and CompuServe in the PBMGAMES forum. If you prefer a printed bound copy, they are available for \$15. The Guide is filled with strategy and tips, so it is a great companion to arm-chair generals.

Many of you have heard of VGA Planets. Well, at the Den, we've got Planets coming out of our ears! This great open-ended space conquest game is filled with features that will keep you enthralled for a long time. Take charge of an empire and try to dominate all the other players in this space conquest game that is taking the Internet and CompuServe communities by storm. The game requires an MS-DOS VGA computer to play, and everything you need to get started, including the rules and

graphic interface, are available for free! The Den hosts an unlimited number of VGA Planets games for only 50 cents per turn! Check it out.

Our WWII conquest game is almost finished--we may even be signing up playtesters while you are reading this. And Odyssey, the strategic fantasy game, is almost developed. Great things are in store for the Fall! Both games have graphic interfaces and will keep you very entertained.

While in playtest, we received so many requests for Visa and Mastercard service, that we had to support them! So you can now play and pay with plastic.

If you are reading this and you are not playing at the Den yet, you should signup! It costs you nothing to join, and you receive two free turns for any game service offered, right now this includes VGA Planets and Phoenix. To find out more about signing up, you can send Internet email to info@den.com or download the file INFO.DEN in library 15 of CompuServe's PBMGAMES forum.

If you are at Origins, stop by our booth. We'd love to gab, show our wares and introduce you to the world of our PBEM gaming club!

Gamer's Den
PO Box 390755

Mt View, CA 94039-0755

Internet Readme: info@den.com

Internet Support: support@den.com

CIS Readme: INFO.DEN in lib 15 of the

PBMGAMES forum

CIS support: 73613,3472

GODFATHER GAMES

Godfather Games would like to announce that they are coming out with two new games. The first is a fresh Fantasy Play by Mail game, but with an added twist! It is a Fantasy Gangster game with hundreds of spell combinations, in a medieval setting, you choose almost everything about your character and his or her henchmen. The setting: The Old Godfather is dead, Astini is in an uproar. Do you have what it takes to be the next Godfather? The set-up fee is only \$20. Turns are only \$5, and no hidden costs. Games run between 20-40 turns.

The second game is Lords of the BloodSea. This game is a fantasy game. You are a king, and you will marshal your armies and cores of mages and priests in epic battles. The game has a detailed economic system. Do you have what it takes to rule a Kingdom on the BloodSea? Start dealing with some real power. The set-up cost is only \$20, and the turn fees are \$5 each.

We are having an art contest with the winner receiving \$100 and second place receiving a free set-up in either game. The art may be of anything dealing with fantasy. From

ancient to space, whatever your prefer.

Godfather Games
PO Box 642
Burlington, VT 05402
(802) 879-7810

KEITH LANGLEY

Keith Langley is starting a third game of ANCIENT EMPIRES, a detailed 100 man per unit scale military/economic wargame. This game will be on a slow schedule to accommodate international players--only one turn per month will be processed. For those who like a faster paced game, AE#2 still has room for new players.

A second game of ONE TRUE FAITH is also starting. If you've always wanted to be a God, this is your chance.

MARGUERITE DIAS

How many Play-By-Mail games talk down to you? Too many, we suspect. A letter from an avid player (and occasional Paper Mayhem author), Trey Stone, got us to thinking. We focus strictly on games designed to entertain adults. Our fare is mature in content, sometimes dark in mood, sometimes extremely tense and is known to be bold, frank, and explicit when the plot demands it. Although

we never have released games strictly to shock or titillate, we do not tend to soften or censor the content either.

Trey suggested that we attach an age statement to our games. After mulling over the matter, we agree. Henceforth, we will insist on a written, signed statement from each new player attesting to the fact that he or she is 18 years of age or older. Without this statement on file, we will not permit an individual entry to any of our games. While we dislike the thought of discouraging minors from participating in our PBM games, at the same time we do not want to expose impressionable adolescents to material which may be too mature or advanced for their consumption. Having said all this, let's go on to the news.

"Kavernes", our PBM game of solo adventure of exploration, intrigue and the bizarre continues to attract newcomers. This is probably due partly to the storyline and partly to the pricing scheme we have in effect. Imagine your character, in an act of desperation, seeking riches beyond compare in an underground labyrinth known only as the "Kavernes" where danger, wealth and knowledge is attainable for those who dare the unknown. Now imagine a game that requires merely \$5.00 to get started. That's right! You only need spend \$5.00 to get the rules, setup and two turns. Thereafter, Kavernes costs only \$1.50 for a three-action turn. Really!

Your eyes aren't deceiving you.

And don't let the low price fool you. Kavernes is a game with laserprinted turns, high resolution graphics, stirring prose, unbridled imagination and a ten-day turn cycle. No one can equal, not to mention surpass, what we offer postal gamers. Naturally, you'll have to see it to believe it, but Kavernes is for real! Take a chance, try Kavernes. You won't be disappointed.

After a massive two-year redesign, our "New Dawn" has been released. A legendary fantasy roleplaying game, New Dawn rated quite highly in past Paper Mayhem polls, and we hope to see it rise once again in the stats. Players are once again embracing the awe and mystery of a world unlike anything they have ever seen before.

You might be asking: what is New Dawn all about? Envision an enormous island called Extraordinaire. On this expanse lies a cornucopia of cultures. Your character or party might very well encounter such exotic races as the Amazon, Celt, Centaur, Dwarf, Elf, Harpy, Kzinti, Liont, Minotaur, Ogre, Orc, Ozz, Raccoon, Raght, Scorpio, Shroom, Stein, Troll, Vampyr, Wolfen, Weirwolf, Xorpion and Zulu. And there's more.

New Dawn doesn't limit players to the usual mundane role of an adventurer--there's more to the game than that! Characters can assume such assorted skills as Alchemist,

Yellowseed Games Of Canada

Box 172, Shellbrook, SK, Canada, S0J 2E0

Balance of Power: A 20-player wargame with full economics, nearly 100 different unit types, professional full-color map with computer updates, air, land and sea units, spying and espionage, investment, trade, diplomacy with technology changes from WWI to present (non-nuclear). Basic \$6 per turn fee. Rules, map and startup turn \$15.

Clans of Trove: Become a wise, benevolent herding clan leader or the fierce, battle hardened ruler of a vicious war clan or an astute trader more concerned in profit than war. Hand-moderated, open-ended, and no turn deadlines give players full latitude in this huge game. Sea clans ply the ocean in arks and galleys. The Emperor, Soxhes Imperium, is attempting to re-enslave the world. Can you stop his evil growth? Basic \$4 turn fee.

Cosa Nostra: Pit your wits against 11 other players in the struggle to be Capo di Tutti Capi. This game has no random factors. Use bribes, muscle, weapons, protection rackets to further your nefarious ways. Rules, setup and first turn \$10. Turns \$5.

US players get full advantage of currency exchange (currently 30%) on \$20 checks. 3-week games to accommodate US players. Mail or faxed turns. Contact us for information on all games and current specials. Phone (306)-747-3568 or fax (306)-747-3592.

Archaeologist, Assassin, Carpenter, Druid, Engineer, Farmer, Gambler, Healer, Historian, Hunter, Linguist, Mason, Miner, Mystic, Necromancer, Physician, Psychic, Rancher, Scout, Sculptor, Slaver, Spy, Telepath, Thief, Tinker, Torturer, Tracker, Troubadour, Vintner, Weaver, Wizard and more, more, more. For many, there's excitement enough just in learning and using these various professions.

And there's still more. What would a world like New Dawn be without its gods? Characters can select from such diverse religions as Aero, Damned, Earth, Emporium of Evil, Golden Hyena, Grey Man, Midnight, Pod, Seven Sisters, Sol, Sparta, Tarantula and Void.

A player can do anything and everything in New Dawn. A world of mystery, magic and mayhem awaits those brave enough to walk the land of Extraordinaire. Almost nothing is impossible, almost nothing is forbidden. Can your character or characters make the difference in a realm affected once by the Cataclysm?

Joining New Dawn is simple enough. Rules are \$10.00. A setup is \$5.00. Turns, depending upon length and complexity, usually run the gamut from \$2.50 to \$5.50.

What a player receives in New Dawn is a richly detailed game, highlighted by laserprinted turns, stunning maps, high quality illustrations, sophisticated prose and plotlines that you will not find anywhere else on the Play-

By-Mail scene. We took two painstaking years to reassemble the original New Dawn into an even greater work of fantasy art and storytelling, a realm where nothing is fixed, where fact and fiction, mind and matter, are woven into patterns that may only have this in common: that hidden among them is a filigree that will with time become a world. Experience New Dawn: a place where the pagan may be sanctified, the tragic may become laughable, great lovers may stoop to sentiment and demons may dwindle to clockwork toys.

If you have doubts, merely order the New Dawn rulebook. We think you'll be impressed by what you see. The rules are second to none!

Finally, we come to "Cyberfringe". This may very well be our "sleeper" game. The theme is a bit unusual. The year is 2054. Nations as we know them are extinct. Megacorporations now rule the world. Reality is composed of the have's and have-not's. You are a have-not, but an extremely talented have-not, a person capable of penetrating the myriad computer networks that big business—and others—have set up to manipulate, control and punish as they see fit. You dwell in what is known as the cyberfringe, and you are considered highly dangerous by the establishment. Big business wants you gone in a serious way—you're too intelligent, too inquisitive, too elusive, too independent. But the cyberfringe have other ideas. Can you

make the difference on a planet where an elaborate electronic tableau has infested and subverted every level of society?

Players are gradually becoming familiar with Cyberfringe. The rules for Cyberfringe are \$1.50. A setup is \$1.50. A turn is \$2.00. A double-turn is \$4.00.

Be a part of the Cyberfringe. Log on and explore an artificial universe that may be more real than anything you've ever imagined. This may be your future!

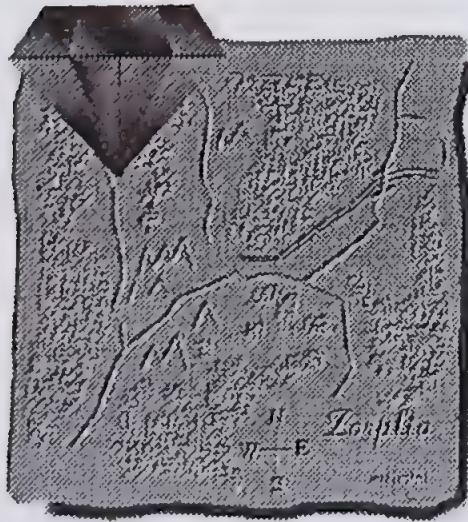
To begin in Kavernes, New Dawn or Cyberfringe, simply send us a check (made payable to "Marguerite Dias"), along with a signed statement indicating that you are of 18 years of age or older, and then await the excitement of our adventures, soon to arrive at your mailbox. Once you indulge in our games, Play-By-Mail will never seem the same again!

Marguerite Dias
1650 Sequoia Ave
Tracy, CA 95376

PEGASUS PRODUCTIONS

In the most recent Oracle (our in-house publication) there was some interesting statistics in addition to the various articles. In the Second Cycle of ALAMAZE games, based upon first through third place finishes: the epic team's total points were "Good" kingdoms

QUEST OF THE GREAT JEWELS



In Quest of the Great Jewels, choose to be one of four races: The Azoni, builders of great citadels; the Quntag, rulers of vast empires; the Rilris, hoarders of great wealth, or the Slenth, destroyers and ravagers of the land. Begin as the ruler of a single province and send your armies out to fulfill your race's destiny. Quest is a fantasy wargame combining elements of strategy and tactics with a healthy dose of magic. Over 90 magical talismans abound in the game, each granting its owner the ability to bend the rules in some way.

A sampling of the magical talismans:

- "DOUBLE WHAMMY"** ----- allows an army two attacks per turn.
- "CLOAK OF DARKNESS"** -- renders an army invisible until it attacks!
- "ZOMBIE MASTER"** ----- adds 25%-50% of enemy troops killed to your army!

* * WINNER -- BEST FANTASY PLAY-BY-MAIL GAME - ORIGINS 1985 & 1986 * *

Send \$15 for the starter package which includes the rules, setup information, and the first three turns. Turn fees are \$5.00, \$4.50 if submitted by EMAIL. Contact:

Flying Dutchman Games
P.O. Box 957434
Hoffman Estates, IL 60195

39%, "Evil" kingdoms 39% and the "Neutrals" (half as many kingdoms) 17%. Is that not exceptional play balance? Utilizing only first place finishes for the fifteen kingdoms the "Good" kingdoms have 34%, the "Evil" kingdoms 48% and the "Neutral" kingdoms 17%; again very agreeable play balance. Victories are being won by all four of the conditions (Standard, Individual, Team and Epic). If you desire a closed-end game where your talents and abilities (and those of your competitors) truly make the difference, give it your best effort.

We have just announced the availability of a one week turn-around game done entirely by fax. If you have the means to send your turns and receive your results via fax and desire your action even faster paced, contact us at:

Pegasus Productions
PO Box 248
Waynesville, NC 28786
Fax #: (704) 452-1319
Phone: (704) 452-0552

ROLLING THUNDER GAMES, INC

The staff of Rolling Thunder Games is going to be at this year's AndCon '94 PBM Convention and would like to invite all of you to show up. The convention is going to be this September in Independence, Ohio (near Cleveland) and will run for four days (Sept 15 - 18). Game conventions are always a lot of fun and this is a great chance to meet with us, ask questions, etc. Russ, Terry and Pete will all be there and we look forward to seeing you (and maybe getting together for a beer or two... <grin>!). We can provide details to all those interested so give us a call.

Rolling Thunder Games, in order to provide better service to our customers, has added FAX service, a second phone line for our Thunder BBS and an optional VISA/Mastercard automatic payment plan during the month of February. If you've been waiting for us to provide these services, they are now available. Full details are available in our *free* informational package.

Victory! Games #33 and #34 (one regular, one slow) have just set up and we now are accepting registrations for Games #35 and #36. There are some new rules going into effect with these games so if you are a veteran of an older game and would like to try something different, check it out. If you want into one of these games, get your registration form in today. Registration forms can be mailed in, faxed in or uploaded to our BBS and, if need be, we can even accept dictated registration information on the phone. Be sure to specify your preference (regular or slow). If you are interested in a special game of some kind, just let us know and we'll see what we can do.

For those of you who haven't experienced

the award-winning **Victory!** game system, here's a short description of the game (**The Battle For Europe** is the first scenario in the **Victory!** line):

The Battle For Europe uses a tremendous array of World War II era units and is set in the European theatre of operations. 40 players take command of individual nations, attempting to wrest control of territory from other heads of state through diplomacy, treachery and combat. Success in the game is achieved as a result of survival through manifest destiny. Skill, guts and a bit of luck are all important in the titanic battles of survival as nations strive to be the last one standing; the undisputed master of Europe!

The Battle For Europe is a combat game of unrivaled intensity and depth. A huge variety of units are represented in the game including everything from Messerschmitt Bf-109s fighters (of several types) and Handley Page Lancasters to Lavochkin La-7s and Boeing B-29 Superfortresses (yes, even the ME-262 jets are available, in both fighter & fighter-bomber versions). U.S. Essex class fleet carriers, Russian T-34s (in several versions), German Bismarck class battleships and British Sherman Fireflies. If the equipment saw active duty, its in the game! The level of detail in **Victory!** is incredible. You'll have to see it to believe it. Information packages are *free* and you can also obtain the complete rules off our BBS (also for *free*). If you have specific questions and want to talk to someone, just give us a call. We are always happy to answer questions, etc. Rolling Thunder Games is also active on CompuServe and can be reached in the PBMGAMES forum (GO PBMGAMES) at 71370,2707.

You'll see why **Victory!** blows everything else out of the water. If you've been looking for the finest in wargames at a very reasonable price (\$6.00 per turn, no combat fees, no monthly fees), give this game a shot. You will not be sorry!

The **Victory!** rules package is \$15.00 and includes a 120-page rulebook, combat, weather and terrain effect charts, a 58 page sectional map and a 90-page order supplement book. The entire package is mailed by Priority Mail so you won't have to wait long. A single-piece **Victory!** wall map is also available. The wall map is *optional* and is only \$8.00 (36" x 44", blackline print, tube-mailed). **Victory!** Turn Entry front-end programs are available to players in both MAC & DOS versions (no cost). These programs are great player aids that make it easier to do your turn. They reduce both player and GM errors. They are available, on disk or by modem off our BBS, to **Victory!** players. **Victory!** rules and the order supplement are also available on our THUNDER.BBS (and there is no on-line charge for using the BBS!).

Super Nova:Rise Of The Empire: is currently under development and, alas, is

probably not going to be available until the end of the year. This game is going to be *big* and all you spacegamers out there are going to want to be in on this one! We'll be putting out more information as the year goes along so stay tuned. Information on SN:ROTE can also be obtained by calling up our BBS where we are currently working with a playtest group. We have a message board on the BBS set aside for SN:ROTE and you can read ongoing discussions, ask questions and/or give us your input. SN:ROTE, we believe, is going to be the most advanced empire-building, exploration and space-warfare game around. The game will have just about everything! By the way, if you are planning on attending this year's AndCon '94 in September, we will be passing out the latest information on SN:ROTE at the convention.

The THUNDER Bulletin Board System now features a second line (to reduce those busy signals...). Just call the same number as before 303-466-8681. If the first line is busy, the system will automatically roll you over to line 2. You won't even notice the switch (Line 1 has a new Hayes Optima 288 [28,800] modem; Line 2 has a Hayes Optima 144 (14,400) so those of you with fast modems shouldn't see any dropoff in performance with either line). The system has already fielded over 53,000 calls! Feel free to log on! (Set modem to 8-N-1). Anybody with a modem can access THUNDER at no charge and the BBS is available 24 hours a day, 7 days a week. Download the rules and turn-entry programs for **Victory!** **The Battle For Europe**; the rules, player-assist program and a sample setup & turn for **Warriors & Wizards** and/or simply look around. Both **Victory!** and **Warriors & Wizards** turns can be uploaded (and the results downloaded) to/from THUNDER. Ask for info!

The RTG FAX line is a new service that we just put into operation this last February. Currently, we use the same line during normal office hours for both voice and FAX (we'll pick up as normal for an incoming voice call and the FAX machine will take it if it is an incoming FAX). The RTG FAX line remains active 24 hours a day, 7 days a week (if you are calling after normal office hours, FAX service is available) and there is no extra charge for using this service.

Rolling Thunder Games, Inc.

P.O. Box 1240
Broomfield, CO 80038-1240
RTG Hotline (303) 466-8600
RTG FAX line: (303) 466-8600

THUNDER BBS: (303) 466-8681 (8-N-1)

SIMCOARUM SYSTEMS

Since our last Gameline submission, Simcoarum Systems has begun **ANARCHY** WHL games #30, #31, #32 and #33. www.simcoarum.com

"one-on-one" games were also begun. We are now taking names for #34. A NATIONAL WILL is a 20-player computer-moderated game where players run a fictional country and its economics are closely tied to the military. The game is in its third year of moderation. Set-up is free and turns are \$3.50. Rules are \$2.00.

Our latest release is FREEDOM. FREEDOM is a computer-moderated PBM game that holds up to 20 players. It takes place in space where players attempt to rebel from the yoke of Earth's dominion. Players may also try to earn victory by joining the forces of Earth to crush the rebellion. The game has a graphic print-out and includes rules on strategic and tactical warfare, political war, commanders, planetary types and movement, technology, production and the Colleguen threat. Set-up is free. Turns are \$5.00 and rules are \$2.00.

Simcoarum is now programming our next game, GUNS OF 14. A highly complex game simulating the European portion of World War I. We are hoping to playtest this game sometime this year. Playtesters will be taken from Simcoarum players. GUNS will be highly based on history and will include rules on propaganda, production, submarine warfare, aircraft, refugees, offensives, trenches, food rationing, inflation, political influence,

stosstruppen, tanks, the Russian Revolution and the kitchen sink. The weak-of-heart should pass this one by. More information on the release of GUNS OF 14 will be given later.

Lastly, the Simcoarum Systems' BiMonthly is provided as the alternative to PBM reading. It is published every two months and includes news, interviews with moderators and players, issues of PBM concern, game descriptions and the 'whys' of the PBM hobby. The zine includes some of the hobby's best writers. Write for a free sample issue to get the other side of the PBM hobby.

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CENTURION REVIEW NOTES: CENTURY TYPES AND TACTICS

By Dr. Robert J. Bunker

These notes were sketched out while I was in the process of writing a review of Fantasy Workshop's Centurion PBM game. Since Cayce Moore's well written review was already published in an earlier Paper Mayhem issue I have decided to turn these notes into a stand alone article addressing century types and tactics.

Introduction

Under ideal circumstances creating the perfect century would be influenced by mission, terrain and threat force information to maximize the chances of victory. Players, like real life commanders, are not given this luxury in a Centurion game scenario but one major variable is known. Players are aware of the limitations and strengths of the various allied and opposing weapons systems employed in the 69th century and how war itself is conducted. This allows them to recognize that three basic century types can be created.

Century Types

The three basic century types represent light, medium and heavy forces. No one century type by itself should be considered better than another. These century types are as follows:

Mechanized Infantry Century: This light century represents the ultimate quantitative force in the game. It is composed of two infantry companies consisting of a total of eighteen infantry squads armed with TVLG anti-vehicle missiles, a company of nine armored personnel carriers (APCs) and three or four missions of artillery support.

Combined Arms Century: A combined arms century seeks to strike a balance between a qualitative and a quantitative force. For this reason, it should be considered a medium century. It either represents a balanced mixture of three light, three medium and three heavy armored fighting vehicles (AFVs), a medium tank company of nine vehicles or some other AFV combination. Artillery and infantry support is generally attached to this century to give it a multipurpose capability.

Heavy Tank Century: This century is made up predominately of heavy tanks, at least six, supported by medium tanks and is the ultimate in qualitative forces. Heavy tanks have the best shielding and armor and greatest firepower of any weapons system on the game board.

Century Tactics

It is an accepted fact that the military hardware chosen for a century will have a major effect upon the tactics which will be utilized during the course of game play. Each century type, as will be seen, will thus naturally favor different tactics.

The mechanized infantry century should be considered a defensive force. The best tactic for this century to employ is that of denying a large area near the center of the game board to the enemy. The APCs can quickly get the infantry up to the front. The infantry is then unloaded and should spread out, seeking protective cover in the designated area as soon as possible. The threat of all of those TVLG missiles will channel enemy forces around this area into killing zones. The APCs can either directly support the deployed infantry from rear positions or remain on the flanks to target the killing zones which can be saturated with artillery (HELL round) missions.

With this century type, a player should expect to take a lot of casualties early on. Protect your centurion at all costs or you will lose all of your artillery support. Don't expect your APCs to kill anything, move as required, lay a lot of smoke and don't attempt to go toe-to-toe with tanks. Look for rear shots and *stall the opposing force as long as possible*. Let the artillery do the killing and expect some instances of fratricide.

The combined arms century has the option of either going on the defensive or the offensive. Clear-cut tactics, like those for the other two centuries, don't seem to exist for this one. Offensive tactics appear to call for an advance on a limited front using terrain contours to one's advantage. Defensive tactics would also appear to call for the defense of a limited front. What I have seen in game play has been an altogether different matter. The units of these centuries tend to get separated and mixed up with opposing and allied centuries. This has resulted in wild free-for-alls spanning the game map.

The heavy tank century is an offensive hunter-killer force. The dominant tactic appears to be keeping this force together in one hex and moving at a velocity of about ten. This force is constantly on the move and attempts to concentrate its firepower on a few enemy targets each turn. No artillery or infantry support exists. Because of the high speeds this force relies upon and its heavy firepower, it can rapidly break through enemy lines and

cause great devastation. For that reason, it should be considered extremely dangerous.

The high speeds and "all of the eggs in one basket" (hex) tactics this force relies upon, however, is also its greatest vulnerability. In the Centurion game I am participating in, I have been able to plot the possible locations an opposing heavy tank century will end up in each turn. This requires a movement decision tree to be drawn on the game map. The edge of the game map and my area of denial (I'm playing a mechanized infantry century) is able to influence the probable ending locations of this opposing century. This has allowed me to saturate a high number of those probable ending hexes with artillery (HELL round) missions. So far, this method has trashed a minimum of three heavy tanks and two medium tanks from high speed grounding. It should be noted that, all together, over ten APCs belonging to the four opposing centuries have been disabled from these artillery strikes.

Conclusion

In a scenario where one player engages another player, the combined arms century would appear to be the optimum force to select because of its all-purpose nature. Others may argue that the heavy tank century is a better choice in this instance.

In the most common scenario of Centurion where four players are engaging four other players, multiple century types exist in each game. This is creating a lot of confusion in the game I am in because each player is attempting to follow their own tactical agenda. No front line now exists although my decimated infantry forces are attempting to maintain their egg shell-thin zone of denial, the remnants of two hunter-killer century "stacks" are still active and the individual units of five combined arms centuries are engaged in a running and confused battle across the map.

My own tactical analysis leads me to believe that two mechanized infantry centuries and two heavy tank centuries would be the optimum allied force for the current game scenario given the force-to-space ratios present. Thirty-six infantry squads supported by eighteen APCs could be spread across the front massive killing zones could be created with eight missions of artillery and eighteen heavy and medium tanks could be used as a concentrated hunter-killer force.¹ The combined arms century because it is a non-specialized unit is not thought to be an ideal choice for the oppo-

of allied game coordination envisioned above.

Regardless of the results of this analysis, teams of players who recognize that differences in century types and tactics exist and who coordinate their actions into an overall game strategy at the start of a scenario will be much farther on the road to victory than their opponents.

¹ Four mechanized infantry centuries with a total of sixteen artillery missions is another potential force structure. This may sound like an absurd force structure but it is not. The game map is 67 x 25. This creates a battlefield of 1675 hexes. Sixteen artillery missions can cover an area of 112 hexes (16 x 7). This represents 6.7% of the battlefield. At turn 1, opposing forces will be deployed along less than 40% of the battlefield which represents 670 hexes. Artillery (HELL round) coverage now represents 16.7% of potential opposing force locations. In later game play, seventy-two anti-tank infantry squads would be able to channel opposing forces raising the 6.7% mid-to-late game artillery coverage figure. The actual percentage chance of targeting opposing AFVs would be higher based on movement decision tree forecasting.

Dr. Robert J. Bunker is an adjunct asso-

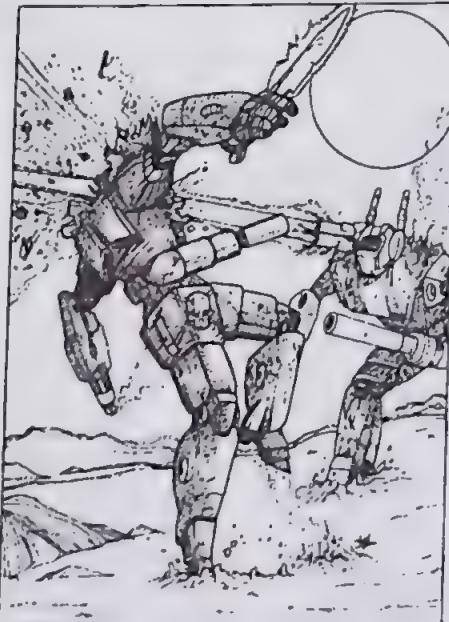
ciate professor with American Military University. He teaches a course on The Energy Foundations of War and is currently creating

a course on War in the 21st Century. He has written over forty gaming articles and reviews and is now writing for military journals.

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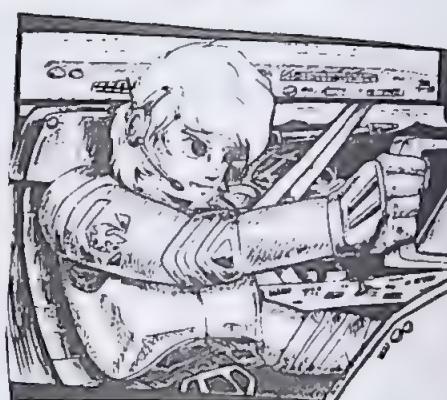
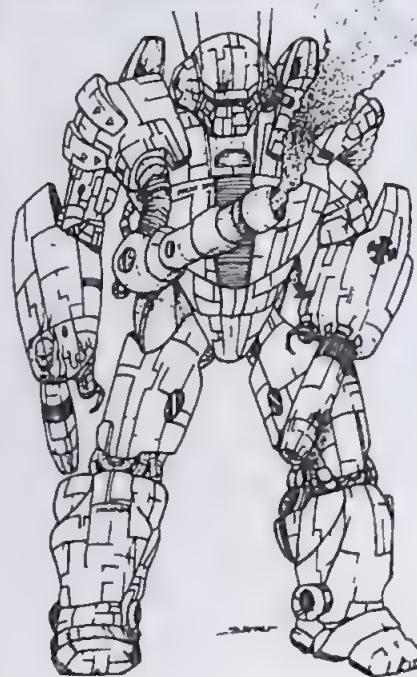


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ADDICTED TO KRAHLIZEK

By George "Brutal" Cameron

The Pusher

I was reading my Paper Mayhem a few issues back when I noticed that a new game was out called *Krahlizek - The Last Battle*. It was being offered by Aggressive Addiction Games. I thought to myself, "That's a cool name for a company". But I didn't know what to expect from the game. We are usually blind until we take our first look. So I wrote them and received a rulebook. When the rulebook came, I was impressed with the things in *Krahlizek* that a lot of wargames don't have. I signed up for a game to check it out. I was sold - thanks to Paper Mayhem.

The Plunge

Game #5. The god Krahl must not be a nice person, because he has put me in a blood thirsty game with seven others! I named my empire Bad Company and decided not to worry so much about my economics. I believe in the old ways, like with armies and navies. I contact the player to the north of me and make a non aggression pact with him, while grabbing the neutrals around my capital.

I decide the player to my south will be the first victim of my conquests. I push my armies south and build 5 nukes. My southern enemy has moved troops north! I push the red button and the birds are in the air. I am grateful that he did not have star wars, as the glow rises from my southern border.

The next turn I push my armies into his territories and I decide to start my star wars program. Red Alert, Red Alert, I've been hit by 5 nukes! He had them too. Luckily, I only lost some of my navies and he missed my

capital. My troops were very lucky they had pressed on or they would have been radioactive. The GM sends me a message saying that I'm brutal! My ego is so inflated now. I order my armies to mop up my enemy to the south.

I next plan to invade the eastern island! War has broken out all over the place and troops die a severe death. I am in 3rd place and I must push harder. My economy is a lot weaker than the top two dogs. I strike the eastern island and conquer only one area. My navies were hit by nukes again.

The next turn I am bribed! Half of my provinces revolt! How could they do that when I am such a loyal leader? Damn hard to find good peasants these days. I learned who the vile person that did it was! So I bribe the guy I attacked on the eastern island and all of his provinces except his capital revolts. He is crushed.

I swarm his territories while I plan to push north on the eastern island against his ally. His ally has put complete trust in his now dead ally! HA, HA! My armies swing north and I own more land than any other player! But my economy isn't so hot. My navies are massive, which gives me the capability to push troops across the sea lanes.

The game is in chaos! My ally north of me has just been bribed into near non-existence. A major decision must be made on what to do against the top two dogs, who are north of my ally. They are strong. I decide to sell my soul to the #2 dog to bribe the #1 dog. As I read my next turn, I am devastated! The #2 dog has double crossed me! While he and I bribed the #1 dog, he and the #1 dog bribed me! Me and the #1 dog go down in flames. I am through! May Krahl have mercy.

Notes On Game #5

This was the first commercial game of *Krahlizek* and it was fast paced and very fun. But a couple of the players were unhappy because on the last turn my ally to the north received all revolted provinces. Which by all rights the #2 dog should have received. So the game was stopped. The bug that caused all this was found and fixed. The company admitted their error and offered compensation to the players. Even though I got spanked real good, it only made me want to play even more. Out of the 8 players, 6 re-signed up. No need to say more.

Rehabilitation

Game #9. I must seek help because I am now addicted to *Krahlizek*. It has control over me. I name my empire Vampire because I will slowly suck the blood out of each enemy. I build 140 troops on turn 1! The GM sends me a message saying I made history, bare them fangs and go get 'em boys. The only country with a capital on my southeastern continent is Ceasar, who is only two provinces away. I hit two neutrals on his capital's border with all my troops. They fall into my might.

What? The idiot didn't take any land and only has 40 or so troops guarding his capital! I strike full force and Ceasar is no more! Never in the history of *Krahlizek* has a player been creamed on turn #2! Krahl smiles down upon me as I use my dead enemies' gold to build more troops. But this time, I push my economy as hard as I can. I know that the economics are a very important aspect of the



KRAHLIZEK

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game. I put up star wars, so anyone thinking about nuking me will be in for a nasty surprise. Then I buy a coinage tech that will allow me to tax at a higher tax rate.

The next few turns I push my armies west and capture lots of neutrals. I buy the banking tech so I can buy more than one tech (Innovation) a turn. I push my economy to the max. There is a great sea between me and the western continent. I build a complex on my western shores, which will allow me to build navies in the western seas, so that I can invade the western continents.

Everyone else is fighting each other and not paying me any attention. Ah, this is very good for me and it will be very bad for them. I make an alliance with the #2 player, who is north of me. Even if he breaks our alliance, he still has to eliminate two players on his part of the continent. Yes, this is *very* good.

What?! An earthquake killed my largest army and destroyed half the wealth of my province! This hinders my expansion. But no fear, I take it with a grain of salt. I am able to take a couple more neutrals and I build a mobile complex. These babies are quite neat; they allow you to build troops in a province after you take it, if you move the complex into the province you're attacking. Now I will show them some massive front line grunts.

What?! A depression has destroyed half of the wealth of all my provinces. This is murder

on my economy and I'm only in first place by a few points! I buy a random hazard tech that will eliminate all this foolishness. I start rebuilding my economy and now I'm able to tax 3X the wealth rate. I will slowly grab the economic power again.

What?! 3 players bribed me and reduced my social state. Luckily, my social state was high enough so that none of my provinces revolted. A percentage of your provinces revolt if your social state is bribed to a lower number than your wealth. This is very deadly because all of the little players can rock the leaders' world, so that they will have a chance in the game. Well, wee little ones, as soon as my economy grows enough, I will huff and puff and bribe all three of your little houses down! I know who you are. Your blood will be on my fangs.

Notes On Game #9

I await my next turn. Did the other players bribe me to ruins? Or will I be able to continue my plans of total domination? The game is really running well and on turn #7 only one player has been eliminated. But a lot of war is still to come. The nukes have been flying a lot, but at least they haven't come my way.

Relapse

Game #13. Rehab didn't work, so I signed up for game #13. I receive my set-up, which I have lost a lot of sleep waiting for. Oh boy, a new map with 6 continents and 8 players on 3 of them. I name my empire the Joker. Yeah, the jokes gonna be on those who get in my way. Wow, the first message from the GM is so true: "This set-up is like taking 8 rats in a small cage and watching them scramble for the islands of cheese. I wonder who will be the KING RAT?" Boy, that sure does look like what this game will be. The 3 neutral continents are between all the players! Well, I received less set-up points because I am an experience player. The new players got 20% more points! Well, they're sure gonna need all the help they can get. I give the orders to my troops to march. I send out a few jokes. I am the Joker after all.

The Cure

The cure for the addiction to *Krahizek*? THERE IS NO CURE! I've already signed up for 2 more *Krahizek* games! I lose sleep at night. I will sometimes pull out one of the *Krahizek* maps and study it for HOURS!! I've been in the hobby since 1990 and this is the best game I've seen in years! It's a wargame that requires a little luck, skills of even the most experienced gamer and strategy. There is no certain way that one has to play, because there are many ways to play it. I STRONGLY RECOMMEND this game to the old and the new.

The Company

Aggressive Addiction Games is a new company that has only been public for a few months. The big thing that shocked me most was that the two partners, Patrick Rael and Todd Dehart have never played or ran a PBM game before. These two guys have a talent that most only dream of. They have produced a great wargame when the PBM market is flooded with wargames. They have made mistakes, but they correct them and they listen to their players. In other words, the care about us. They plan to make *Krahizek* better and say they're going to make some other games. If any of them are just as good as *Krahizek*, then look out PBM. You be sure and tell them Vampire sent you. They can be contacted at:

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IN PRAISE OF THE “BIGGER” GAME

By Kevin McGee

Some gamers like a game of medium scale and moderate complexity. A game whose rules can be memorized and whose turns do not take hours to complete. There are many outstanding examples of this type of PBM game on the market and they give PBM gamers hours of enjoyment. There is another segment of the PBM playing community that enjoys a game of immense proportions and scope. A game that is so complex that veteran players in their third or fourth game still ask each other advice on this or that nuance of the rules. A game with turns that require lengthy contemplation and effort to complete. If you have never tried a “bigger” game, or if you enjoy this type of game and have never tried Victory!, let me present the reasons why you should.

Rolling Thunder's Victory! The Battle for Europe is a big game. There are 40 players in the game each controlling a sovereign country and no non-player neutrals. The map is literally wall-sized: the world of Victory! is divided into over two thousand provinces and sea zones. Victory! is not an historical recreation of World War II. Victory! is an arena for self-styled superior intellects, military strategists and other armchair generals to test their skills. RTG designed it with an historical flavor. Several features of the game set it apart from other PBM games and make it the best “bigger” game available.

One feature of Victory! that veterans of other PBM games will appreciate is that Victory! is 100% computer-moderated and is at least 99% bug free. As a player of Victory!, you will not spend hours on the phone getting corrections made to your latest turn. In over one hundred turns of Victory!, I have never seen an error on my turns and I have only heard of two extremely minor bugs in other player's turns. Not only is the software virtually problem-free, the game system itself is mature and balanced. There are no glaring holes in the game system and there is nothing out of kilter. By this I mean that there are no formulas or techniques that players can use to exploit the game's mechanics. No one can generate unlimited resources, or invulnerable forces. No player can develop overwhelming technologies or combat bonuses. This is not game company hype, this is truthful testimonial. To all of the long suffering players of buggy or unbalanced games, I say, “Try something that really works well.” Many players like a PBM game that allows for special actions that require human evaluation. I have never liked human-modulated games because I have never found a game that gives consistent results from moderator to moderator. Human evaluation also opens the door to some of the worst types

of game abuses. In Victory! you will live, or die by your skills, your diplomacy and a little luck. You will not have to battle program bugs and subjective evaluations of your turn.

The lack of special actions and human evaluation in no way detracts from the complexity and richness of Victory! The system that RTG has designed allows for an incredible range of strategies and options. While all countries start with the same industrial base and resource stockpiles, each country is different. The number of provinces, terrain mix, sea coasts, resource potentials and population distribution are different for each of the 40 positions. Although they are all different, the starting equality of the positions and the nature of the victory conditions gives each country an equal chance of winning. The differences between the countries is one thing that gives raise to the richness of the game and each country demands a different style of play. The United States is, as necessitated by its position in the game, very concerned with naval actions. If you are uncomfortable with naval units and tactics, do not choose the United States as your position. Conversely, if you really enjoy massed armor formations sweeping across the open steppes, choose Central or Southern Russia. Victory! has four technology tracks to follow during the game; German, British, Russian and American (United States). Technology advances occur automatically and without expense to the player position. The technology tracks are quite different and are not synchronized in time. Everyone does not receive the latest fighter or battleship advancement at the same time. Each technology track has in it things that the other tracks never receive, (Let me restate that Victory! is not an historical recreation.) These differences in technology enliven the game in two ways. The first way is that players must take into account the arrival of new technologies in their respective strategies. Enemies of Russian technology positions rue the arrival of the T-34 on turn 17. As enemies of German technology positions dread the arrival of the Panther or the FW-190A-8. The other aspect of these differing technologies that enriches Victory! is that with a few exceptions, any country can choose any of the four tracks. This can dramatically change how each individual country is played. The U.A.E. (United Arab Emirates) playing with Russian technology is a very different country from a U.A.E. with British technology. A player's choice of technology track and his development of a strategy that utilizes the technologies available therein can be crucial to his success in the game.

The finite amount of resources available to a player in Victory! prevents him from “doing-

it-all”, at least until the second half of the game. A player cannot have a commanding army and a large navy and air force early in the game. He is faced with choosing a strategy based on one, or two strong branches with the other branch or branches in supporting roles. The different branches mesh together well in the Victory! system. Tactical and strategic bombers need fighters and ground units to protect their base from attack. Ground units on the offense, or defense benefit greatly from fighter cover and tactical air support. Powerful naval units can flatten a port city and its air bases, but will suffer greatly from an enemy's air power without their own fighter cover. All three branches are needed to accomplish the most difficult of military feats; the amphibious landing.

Two other features of the Victory! system are the sequential (no deadlines) turn processing and the lack of a strict sequence of events within the turn. While simultaneous (deadlines) and sequential (no deadlines) turn processing both have advantages and disadvantages, the Victory! system uses sequential processing in a particularly elegant way. The battle information sharing option available to Total Allies makes it possible for a player to know what has lately happened to his forces before he submits his current turn's orders. If a player carefully plots when his enemies have their turns processed and then asks a Total Ally to process a turn after his enemies', this Total Ally can report all attacks that have happened since the last turn. Teams of good players are constantly comparing turn results to plan their next action. Players also have some amount of control over when their turns are processed, so a continual jockeying of turn processing dates can develop between groups of antagonists. In my mind, this is much more realistic than simultaneous processing because it allows the player to get feedback from his forces about opponents' attacks before he issues his next set of orders. In a simultaneous turn processing system, you cannot react to your opponents' moves as realistically. The fog of war is maintained because although the player may know about attacks on his forces, he will not know about other actions by the enemy that do not directly affect his forces. If a player is not a party to a Total Alliance and does not have access to this information sharing, he can write conditional orders for his forces that try to anticipate his opponents' actions. The Victory! system allows for almost unlimited conditional orders. A unit will attempt to execute its orders until one succeeds. This allows a player to order a ground force to “attack province X” if the enemy has advanced, if not attack province

Y..." and on and on. The practical limitation to this is the number of orders that a player wishes to devote to one unit. Players in Victory! are limited to issuing 60 orders (two turn sheets) the first 25 turns, 90 orders (three turn sheets) for the next 25 turns and 120 orders (four turn sheets) for the last 23 turns. This keeps the costs reasonable and prevents any one player from attempting to buy a win. It is quite possible to run one of the numerous smaller countries on a single turn sheet. The Victory! system also allows for both offensive and defensive standing orders. In the Victory! system fighters can be placed on intercept or fighter cover missions, submarines can be given interdict or search and destroy missions, torpedo bombers can be given maritime interdiction orders, or seaplanes can search the sea lanes, just to name a few. Forces so ordered will continue to operate during your allies' and opponents' turns.

The Victory! system also has a loosely defined sequence of events for each turn. Some events, mostly those out of a player's direct control, always happen at the end of the turn. Everything else happens in the sequence a player orders it to happen. At first glance, this may not seem like much of a feature, but let me assure you, much thought goes into the sequence that orders are to be processed in. It is possible, in one turn to; Capture a province

with a small force. Then move in large numbers of reinforcements, thus concealing your strength. Capture the city in that province with an airborne assault. Disband the airborne divisions and move in the maximum number of divisions a city can hold. Once again concealing your actual strength. Rail in construction points, build an airbase for some planes and a level of fortifications for your ground troops. Fly in squadrons of fighters and bombers. Finally rail in supplies and replacements and resupply and refit your troops. An opponent seeing this on his turn results or from a Total Ally's report would only see the small force taking the province and an airborne assault on the city. Forces that he orders to counterattack you could be slaughtered if he underestimates the threat. Some players of other games may raise the objection, "Well, you can do that in the game I play, too." Well, you can if the sequence of events allows it. My point is that in the Victory! system, there is no strict sequence of events. You can do just about anything you can think up.

There is one aspect of the Victory! system that bares mentioning, but will require little explanation. The games end. There are victory conditions, but meeting them is not a requirement of ending the game. The games last for a maximum of 73 turns. No one has to keep spending money on turn fees or writing

orders for what has become a boring position because the last player on the losing side hasn't gotten the message. I know of two very popular games where this is a major complaint.

One feature of the Victory! system is only available to those players that use an IBM or MacIntosh computer, but it is a very big plus in my mind. Rolling Thunder has a computer BBS and on it you are allowed to upload your turns and download the results when they are ready. This allows a Play-By-Mail gamer to completely dispense with the USPS. I have not had to mail or overnight or express anything except payments to RTG for a long time. And I am not dependent on the USPS to deliver my voluminous turns. There is an order entry program available that eases the task of writing the 30 to 120 orders you have every turn and there is a report generator program available that can help you manage large positions. It is not necessary to own a computer to play Victory!, but it helps.

Victory! is not a perfect game. Some players have small complaints about this feature, or that rule, but as a whole, it is one of the best PBM games on the market. If you are looking for a game that is very enjoyable, well designed, debugged and run by professionals, try your hand at Victory!

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PBA ACTIVITY CORNER

ADVANCED GAMING ENTERPRISES

Crack of Doom

It looks like the summer campaign season is starting a few months early this year. Many major operations are now underway including an unprecedented number of city assaults. Now for the highlights...

Starting in the distant West the assault on the underground Troll city of Minas Morgul has begun! The fighting opened with the Aphelion (Lawful AIM Elves) bombarding the city (a tough thing to do against a Cavern Complex) in order to soften it up for the coming assaults. In the poorly planned attack (not enough Artillerymen to man all their catapults) the Aphelion suffered the worst of it and the Chaotic Trolls were victorious. A second bombardment was called for and the Sun Blazors (Lawful AIM Humans) moved into position and they too were on the losing end of a very close battle (they also suffered from inadequate artillery crews). Finally the main assaults began with the Smashers (Lawful AIM Giants). Though the Trolls suffered heavily in the attack they eventually were able to turn back the assault. Next the Crimson Collies (Lawful AIM Gnolls) and 3rd Crusher Division (Lawful Giants) moved in and though the defenders were decimated in the assaults the attackers were unable to root out all the Troll defenders and were eventually forced to withdraw. Though the Chaotic defenders have withstood the first round of assaults it is unlikely that they will survive a second round without substantial assistance. If Minas Morgul falls it will be the most significant blow to the forces of Chaos in the West since the fall of Azmor.

Nearly two weeks after the assaults on Minas Morgul the Hakken (Lo-Kee worshiping Giants of the Karada Brotherhood) added insult to injury against local Chaotics by destroying the pathetically weak Kultra's Elite (Chaotic Giants of the LOOT alliance).

CTF 2187

Game #177: Turn #8 saw little change in the comparative ratings as Side #2 maintains their considerable lead. This turn saw the game's casualty rate continue to rise as Cadet Shadow ejected from his Reaver (VR=1.00, DR=2.64) and Cadet Die Fledermaus destroyed Command Post #2 with her Gnat. It looks pretty bleak for Side #1 who is now outnumbered six Bots to seven while way behind in the ratings.

Turn #9 once again saw little change in the comparative ratings as Side #2 was able to maintain their lead and win the contest! This turn saw the game's Bot casualty rate rising to more than 30% as Cadet Weiner was slain after

his Cyclops took a Battle Blade thrust through the Right Front Torso from Lt. Kael's Cutter while Cadet Sinister was killed after her Titan received a Mini Missile strike through the Left Rear Torso from Cadet J.C. Shannon's Ravager. The best Bot Victory Rating was 4.57.

Game #178: Turn #7 saw Side #2 expanding their lead slightly as they continue to dominate the scoring. Despite a sizable advantage in Bot tonnage Side #1 is losing the battle of attrition as well as the fight for points. Next turn could see a number of new Bot casualties.

Turn #8 saw Side #2 greatly expanding their already considerable lead as they finally begin to assail the enemy CP. As if the situation was not bad enough for Side #1 already, this turn they suffered their second Bot casualty as Cadet Ann Thrax ejected from her badly damaged Reaver (VR=1.12, DR=2.58). The best Bot Victory Rating is 3.38.

Game #181: Turn #6 saw Side #2 expanding their lead as both teams really hammer the other's CP. This turn saw the game's second Bot casualty as Lieutenant Graycast Woerthang ejected from his Mauler. The teams are once again even with eight Bots apiece. More casualties are expected.

Turn #7 saw Side #2 rapidly expanding their lead as they continue to dominate the scoring. Side #1 is becoming increasingly ineffective in the Bot vs. Bot battles--this turn more than half their team's points were scored by just two of their Pilots who were concentrating their efforts on the enemy CP. Next turn could see as many as SEVEN Bot casualties and the destruction of both CPs. The best Bot Victory Rating is 6.33.

ANARCHY BY MAIL

Galactic Anarchy

Game #48 - is finally over! Congratulations are in order for Greg Kruezburg. This is Greg's second Galactic Anarchy victory. Greg played the Drone position ALLDIE, and topped the 19,362 point end score with an incredible 27,253 points! ALLDIE's victory can be attributed to some excellent long term planning and the simultaneous detonation of six Disentigator Bombs--which resulted in the destruction of the Galactic Center, and 8,8,800 world and 2 Home Worlds. Way to go Greg! Other mentionables are: 2nd place NOMAD, a Drone with 15,369 pts; 3rd place goes to GEMINI, a Raider with 14,908 pts. and 89 fleets and 965 ships. An interesting point here is that NOMAD was a Dropped position assumed by the player on turn 14.

Game #49 - is rolling right along as of turn 7. The endscore in this game is 21,998 points - our highest yet. This will be an exciting

game, as nearly all of the players are either experienced veterans of GA, or are new players recruited from AndCon '94. Stay tuned for details on this 14 player game.

Game #52 - We are now accepting positions.

ELLIS & COMPANY PUBLISHING

BEmp's (Benevolent Empires): Total War

In Playtest #3, Turn 2, the tone of furious action set in Turn 1 by the Gorn Confederation continued with the Lyran Empire attacking the Kzinti Hegemony, the Klingon Empire attacking the United Federation of Planets (UFP or Federation), the Tholian Holdfast attacking the Klingon Empire, the Gorn Confederation continuing its attacks against the Federation, and even the Interstellar Concordium (ISC) jumping into the fray with an attack on Earth itself!

Turn 2, Week 1 opened with a Lyran Empire fleet of 48 capital ships, 2 light carriers, 82 fast patrol ships, 36 fighters and 2 troop transports attacking a Kzinti Hegemony colony in Sector 6-14/11 defended by a starbase, 1 battlestation, 11 capital ships, 1 carrier, 12 fast patrol ships and 48 fighters. The Kzinti fleet engaged the Lyrans, but the Lyran fast patrol ships escorted the troop transports through a hail of fire enabling the landing of troops on the colony and starbase. The starbase's defenders were quickly overwhelmed, and with the single battlestation destroyed, their starbase and colony taken, the Kzinti admiral on-site ordered his fleet to withdraw.

Week 2 opened with a Klingon fleet attacking a Federation fleet and starbase in Sector 10-16/4. Klingon forces consisted of 45 capital ships, 2 carriers, 1 light carrier, 24 fighters and 6 fast patrol ships. The Federation forces at the scene consisted of 1 starbase, 10 capital ships, 6 police cruisers and 82 fighters (most of the Federation's defenders for this sector having been sent to defend against further Gorn incursions). The Federation defenders were annihilated in a furious, but hopeless battle against overwhelming forces and the Klingons captured the Federation colony.

Also occurring Week 2 of Turn 2 was an attack by Tholian Holdfast forces against a Klingon outpost in a disputed region of their frontier (Sector 12-20/11) with 9 capital ships against a single Klingon starbase. Incredibly, the Tholians were able to destroy the Klingon base and capture the Klingon colony.

The Gorn Confederation continued their war of attrition against the Federation in Week 3 with an attack on another Federation colony in Sector 15-18/12 by the Gorn 93rd Strike Group, now repaired from the action against the Romulans at Gorn-Shura. The Gorn attacked with 17 capital ships, 2 carriers and 24

fighters. The Federation defended with 1 starbase, 1 battle station, Task Force 6.2, consisting of 11 capital ships and 24 fighters, an additional 50 fighters (from the starbase and battlestation) and 6 police cruisers. In the face of overwhelming opposition, the Gorn fleet was forced to retreat after conducting a "hit and run" mission. Losses on both sides were heavy with the Gorns losing 12 fighters and a single frigate destroyed, plus two destroyers and 1 carrier crippled. Federation losses were 13 fighters and 1 police cruiser destroyed and 2 frigates, 1 destroyer leader, 2 destroyer escorts, 1 escort frigate and 2 police cruisers crippled. The Starbase and battlestation remained undamaged.

In Week 4, the Gorn star fleet conducted a massive assault on the Federation colony of New Aragon. The Gorn 12th, 13th, 22nd and 23rd Strike Groups were assigned to the attack, but the 12th and 13th arrived too late to participate in the action. All told, the Gorn assault forces consisted of 20 capital ships, 2 carriers, 12 fighters and 6 fast patrol ships versus a Federation defensive force of 6 capital ships. The Federation forces were once again obliterated by massive Gorn firepower with the Gorns suffering 2 fast patrol ships destroyed, and 1 heavy destroyer and 1 battle destroyer crippled in the action. The Gorn fleet retreated

when it became apparent that the 12th and 13th Strike Groups would not arrive in time to participate in the attack on the colony itself.

Week 5 saw no action, but Week 6 opened with a Klingon attack on the Federation colony in Sector 11-17/11 and a daring ISC attack on Earth itself! The Klingons attacked with 29 capital ships, 1 light carrier, 12 fighters and 6 fast patrol ships against a Federation defensive force of 1 starbase, 13 capital ships, 6 police cruisers and 50 fighters. Once again, the Federation admiral on scene elected to withdraw his fleet, surrendering the starbase and colony rather than risk a decisive engagement with the Klingons. Federation losses were 1 starbase, 2 space control ships, 50 fighters and 5 police cruisers destroyed, 1 police cruiser crippled and captured, and, of course, their colony. Klingon losses in the engagement were 1 dreadnought, 1 command battlecruiser, 1 battlecruiser, 1 fast patrol ship tender, 1 war cruiser, 1 frigate, 1 carrier, 3 gunboats, 6 fast patrol ships and 12 fighters destroyed, and minor damage to 2 other battlecruisers.

The ISC attacked Earth with 18 capital ships. Earth was defended by 3 starbases, 6 battlestations, 20 capital ships, 1 carrier and 138 fighters. The ISC fleet conducted a "hit-and-run" mission, but barely managed to escape with their skin losing 2 command

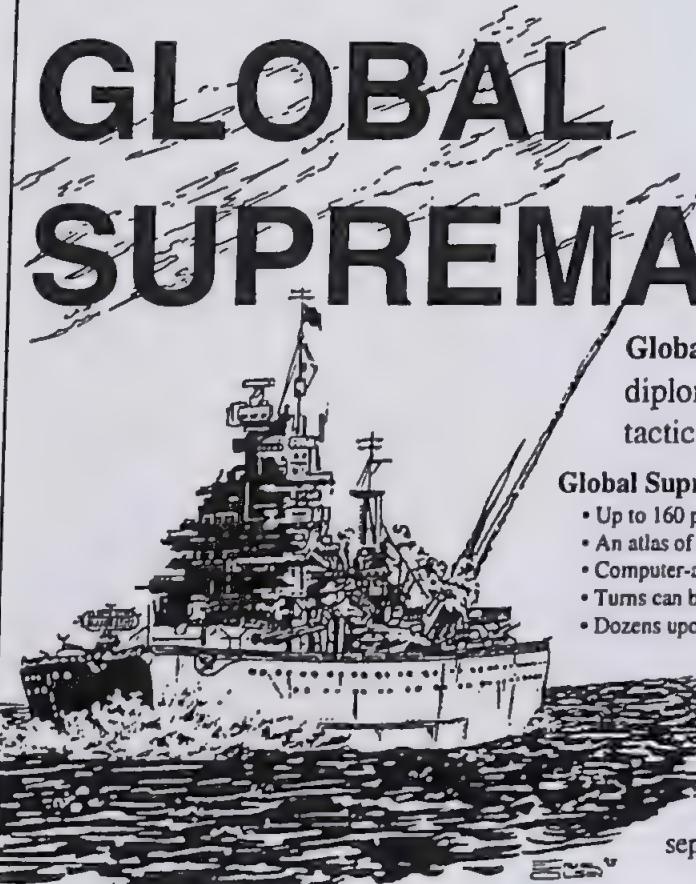
cruisers, 3 star cruisers, 3 light cruisers, 7 destroyers and a scout crippled, of which all but 2 destroyers were hunted down and destroyed by Federation forces. Federation losses were 70 fighters destroyed.

Turn #2 ended with Week 8 and the 2nd Battle of New Aragon with the Gorn 12th, 13th, 21st and 22nd Strike Groups attacking the Federation colony and its attendant defenders. The Gorn assault force consisted on 63 capital ships, 3 carriers, 36 fighters and 24 fast patrol ships. The Federation defenders consisted of 1 starbase, 1 battlestation, 6 police cruisers and 50 fighters along with Task Force 5.2 comprised of 17 capital ships, 1 attack carrier and 12 fighters. The first round of battle saw the loss of 6 police cruisers, 62 fighters, 1 destroyer leader and 1 frigate destroyed, and 5 new light cruisers, 4 frigates and 1 carrier crippled on the Federation side, and 3 destroyers, 2 light cruisers, 1 dreadnought, 1 battlecruiser, 1 command cruiser, 1 scout, 1 frigate and 1 fast patrol ship tender crippled on the Gorn side. The Federation admiral requested surrender terms from the Gorns and was given the following terms:

- * The Federation will conduct no destruction of property, ships, technology, industry, etc. prior to their surrender.

- * The Federation would be permitted to

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destroy the core memories of their computers, etc.

*The Gorn Confederation would repatriate all surrendered Federation personnel at the first available opportunity.

*The Gorn Confederation promised fair treatment for all surrendered Federation personnel as prisoners of war.

The Federation admiral accepted the terms of surrender and surrendered the New Aragon colony to the Gorn Confederation. A single Federation dreadnought and 2 improved cruisers escaped capture and eluded pursuit. The Gorns captured 1 starbase, 1 battlestation, 5 crippled new light cruisers, 4 crippled frigates, 1 crippled attack carrier, 1 escort cruiser, 2 destroyer escorts and 1 destroyer leader from the Federation.

ENTERTAINMENT PLUS MORE, INC.

Adventurers Guild

Greetings, my name is Yerikan and I am a Sage from the far off land of Esyria. Since I have arrived in Antar I have asked for aid in my quest to find a group of magically altered minotaurs called Herdlings. With the help of many Adventurers Guild members I have made much progress, but still more information is needed. While I am in the area I have offered my services as a Sage to any who might have questions. I deal in Knowledge. Although I give it freely, I prefer to receive in kind. As this is my first trip to Varna I have yet to experience the local lore and customs. I would ask any who wish to share these with me to do so, as any Knowledge shared is Knowledge gained.

While I have been here new creatures have been appearing. One is the Shifter, a powerful supernatural creature similar to the werewolf of legend. So far they have only fought in wolf form, biting for terrible damage and inflicting an icy chill upon the blood of their victims. It is said in an ancient text they are powerful Warlocks capable of shape change, other works suggest they are wolves who drank from a magical pool and were granted intelligence and power by their god. What ever the reason for their existence, they have come to Varna and now must be dealt with. A militant group of goblin bandits has also become more bold. They are now attacking armed adventuring parties instead of the caravans they had been raiding. Perhaps the most disturbing news is the awakening of more powerful vampires in the Undercities. This is a threat we can not long ignore for fear of it destroying the Guilds.

For my part I will do what I can to help the three guilds in furthering the spread of Knowledge. I would encourage you to help further this cause. Be you weak or powerful, all have it within themselves to strive for this noble goal.

May Knowledge Guide You All, Yerikan

[If you think you'd like to join the fun in the Adventurers Guild, see the Gameline section]

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Election Year

Game EY-1=Bob Fanelli, President; Fred Haslam, VP.

Feudal Lords

FL-124=Michael McFadden. FL-125=Martin Johnson.

Nuclear Destruction

ND-806=John Ramsay. ND-807=Jay Fox.

Mobius I

MO-65=Michael Cima.

Galactic Conflict

GC-86=Carla Lopez.

Nuclear War

NW-8=Philip Taylor

Starweb

SW-1188=Louis Joseph Sheehan. SW-A1193=Robert Destro. SW-1194=Rodney Burns. SW-1195=Alan Winterrowd. SW-1196=Matthew Saxton. SW-1198=Mark Moenning. SW-Z1201=Rick Lansdown.

World Wide Battle Plan

WW-A71=Harry Tolen (and partner Bill McClinton). WW-A98=Greg Roberts. WW-105=the winning alliance: Frank Gardner & Carl Walter. WW-108=Richard Parkman.

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WW-A109=Bob Thomson. WW-111=the winning alliance: Dave Hudnall, Terry Neff, Richard Derrah, James Kline, Carl Walter. WW-112=Ernest Pereyra. WW-X114=the winning alliance: Andrew Dillon, Carl Linquist & Don Divito.

FRACTAL DIMENSIONS

A Duel of A Different Color

It has been confirmed that Catadu University will allow the inherent crystal abilities to enhance the examination duel. A vote was recently taken and the proponents of the policy have done their work well showing a landslide victory. Although the policy has been approved, plans have yet to be finalized to the exact extent of the limitations of each crystal abilities. An ambitious schedule has been implemented to formalize these abilities and incorporate them into the examinations. All sentients associated with the University will be invited to the opening ceremonies which will be held at Schoelkopf Field at a date to be determined later.

Catadu University pays tribute to its instructors who have established a complete team of students that have achieved the level of Tint. Recent instructors who received this prestigious certificate are of the Blue Pearl, the Deadly Spectrum and the Winter Flowers. In addition, Catadu presented the Winter Flowers' Instructor with a certificate for having a full team of Shades. The Council of Colours congratulates those who received an award.

Pronoun ALERT: Etiquette dictates that sentient beings that are not gender specific will be referenced using the pronouns ke, kir and kirself in the DUEL narratives.

From the Morgue: Only one student has been killed in the underground dueling chambers during the last period, 3/5-4/16. The Colours of Catadu extend their condolences to the instructor and teammates of the Grey Sword Circle, who lost their zaxkian comrade during the examinations. The University will always remember the one who gave his life...

March 5 Diva - Grey Sword Circle (37) by Amber-Crystal Shards (42)

From the DUEL Archives

This text is, undoubtedly, one of the shortest transcripts that has ever been recorded in the history of the university archives. Most of the examination narratives have a length of a page or two. Some even make it to the third page. On this occasion, these two long standing rivals did not have the decency to generate half a page of text...

Amber [3(3)-1-0] of the Crystal Shards against Geyser [3(2)-2-1] of the Grey Sword Circle

I threw the chamber door open, and the wind screamed in triumph, whirling around the doorway--swooping away as I blocked it from entering. It howled in frustration, but a flash of lightning drowned it out with a huge clap of thunder and presented my opponent with just my silhouette standing in the doorway. "My name is Amber, and I've come to duel with you." Acknowledging my greeting, I found that it was easy to identify my adversary from kir voice as Geyser of the Grey Sword Circle. Geyser was well known at the academy for kir early mastery of the indigo arts. This would be a hard fight indeed and one I would well remember.

A movement caught my eye, and I stared in puzzlement at this strange phenomenon. As I watched, an indigo projectile came rushing at me. Quickly, my Bolts of Lightning projected into being and crossed the floor to engulf Geyser. A tremendous amount of arcane energy had been expended, more than the tiny amount for which Geyser could account. My unease increased. I blinked and saw golden healing tendrils reaching from the floor to tangle Geyser. That should dull kir abilities for a time. Ke must have suffered some heavy injuries. As the adadi' traveled nearby, I reached out and touched it. It blazed and turned yellow. I could tell that my spell did in Geyser. He did not even attempt to change a Nuvaw crystal this time.

Geyser looked ghastly. Kir face, a dreadful mass of cuts and bruises, was streaked with sweat and dried purple blood. An eye was swollen shut. Also swollen were kir lips--puffed, split and dark with caked blood. As ke raised kirself to a sitting position, ke moved

with evident pain. Bracing kirself against the chamber wall, ke pressed a limb to kir side. A Yellow Pigment appeared and said, "Rest, Geyser. Today, Amber has bested you fairly."

Catadu University Honor Roll

The Black and White Colors bid congratulations to the newest teams of CU's Honor Society. These teams are currently ranked the top five best at the university.

Team Name	Statistics
1 Winter Flowers(3)	53[1]-38-39
2 Rising Sun(25)	11[3]-5-5
3 Crystal Shards(42)	26[5]-8-4
4 Grey Sword Circle(37)	18[6]-6-5
5 Freemages(30)	18[1]-10-13
6 Wimps of Death(35)	19[1]-17-9
7 Sparklers(15)	5[0]-7-8
8 Hand Gestures(39)	18[0]-7-6
9 Deadly Spectrum(9)	14[0]-28-13
10 Nightwings(7)	16[0]-32-12

Note: All teams do not have five students. Therefore, the team statistics might be misleading. Actual standings are done by averaging the team members ratings.

The Council of Colours bids congratulations to the newest members of CU's Honor Society. These students are currently ranked the top fifteen best at the university.

Student Name	Team Name	Statistics
1 Pierre	Winter Flowers(3)	14[1]-5-5
2 Bollo	Winter Flowers(3)	15[0]-7-6
3 Cerise	Crystal Shards(42)	12[0]-1-1
4 Bloodshot	Rising Sun(25)	6[3]-2-1
5 Gilles	Winter Flowers(3)	10[0]-9-9
6 I'roc	Crystal Shards(42)	7[2]-3-2
7 Remu	Grey Sword Circle(37)	4[3]-1-1
8 Youngling	Swirl Freemages(30)	4[1]-1-3
9 Arpad	Winter Flowers(3)	6[0]-7-12
10 Amber	Crystal Shards(42)	3[3]-1-0
11 Maurs	Winter Flowers(3)	8[0]-10-7
12 Chitter	Wimps of Death(35)	6[0]-2-4
13 Geyser	Grey Sword Circle(37)	3[2]-2-1
14 Flavius	Grey Sword Circle(37)	5[0]-2-2
15 Cambridge	Freemages(30)	3[0]-0-3

Set on the mythical campus of Catadu, *DUEL* is a magical PBM combat game where humans and other exotic beings compete for academic achievement. You take the role of an Instructor that guides five apprentices in their development of incantation strategies and conflict tactics. Students conduct spell-casting engagements by altering the five ancient Crystals of Nuvaw, while fending off the attacks of a worthy opponent.



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GAME SYSTEMS, INC

State of War

Game #81 - #13 & #15 - The Alliance for a Nuke Free America has swept the Federal Government from North America and has eradicated the other states vying for the domination of the United States. The Governor of South Carolina, player #15, is now the ruler of this new alliance. He was aided in his rise to power by player #13, the Governor of Virginia. Congratulations to both of these valiant rebels on their triumphant victory!

Game #82 - #2, #11, #18 & 20 - The Governor of Pennsylvania, player #20, has led his confederation, The Nuclear Nomads, to the promised land of the United States of America. He gained control of the new government with the help of player #2, the Governor of Wyoming, player #11, The Governor of North Carolina and player #18, the Governor of New York. As the beginning of a new era dawns in the United States, a hearty Congratulations to the Nomads on their victory!

Middle-earth PBM

Game #21 - The Free Peoples: #6, #7 & #24. The Lidless Eye has been blinded by the Light of the Free and his dark minions driven back to their prison in Mt. Doom. Sauron's blight has been eradicated from the land and the denizens of Middle-earth sing their praises to the Valar. Final standings are as follows: #6 Northern Gondor - 2400, #7 Southern Gondor - 2200 and #24 Rhudaur - 2067.

Game #26 - The Free Peoples: #1, #10 & #4. Mordor broken, Sauron destroyed, Nazgul heads resting on pikes outside Free cities, trolls turned to resting perches for pigeons in Free parks--with the capitulation of the Dark, the Free People now take their leisure in planning for a Bright future. Final standings are as follows: #1 Woodmen - 2117, #10 Noldo Elves - 2050 and #4 Arthedain - 1700.

Game #59 - The Dark Servants: #13, #14 & #18. Resistances have been broken and the leaders of the Free now languish in the hands of Sauron's favored, to be toyed with and tormented until their screams no longer amuse their Dark Masters. Final standings are as follows: #13 Dog Lord - 2200, #14 Cloud Lord - 2067 and #18 Fire Ling - 1983.

Game #64 - The Free Peoples: #6, #8 & #7. The Shadows have been dissolved by the Light which shines fiercely in the hearts and souls of those denizens who opposed Sauron in his struggle to dominate Middle-earth. The land and those who lived, fought and died in its protection can now rest easy with the knowledge that Sauron is forever banished. Final standings are as follows: #6 Northern Gondor - 2300, #8 Dwarves - 2267 and #7 Southern Gondor - 1900.

Game #74 - The Dark Servants: #15, #21 & #20. Sauron's favored Servants join him in Mt. Doom to gloat and revel in the destruction of the Free. With the last of the Light banished

from the land, the domain of Sauron is now secured, with his chief lieutenants as his overseers in a Dark Middle-earth. Final standings are as follows: #15 Blind Sorcerer - 2183, #21 Corsairs - 2167 and #20 Dark Lieutenants - 1875.

Game #86 - The Dark Servants: #13, #11 & #14. Mordor has become a sea of Darkness watched over by the Lidless Eye, where his servants reap the souls of their victims as payment for their service to their master. Final standings are as follows: #13 Dog Lord - 2300, #11 Witch-king - 2100 and #14 Cloud Lord - 1825.

Game #91 - The Free Peoples: #10, #7 & #4. Part of the former glory of the Two Trees of Valinor has been captured by the Free as the Light from their actions shines over Middle-earth. The servants of the Valar sing to the defeat of Morgoth's greatest Lieutenant. Final standings are as follows: #10 Noldo Elves - 1567, #7 Southern Gondor - 1433 and #4 Arthedain - 1300.

GAMER'S DEN

VGA Planets

The two remaining players in the first VGA Planets playtest game are blasting each other with everything they've got. Fittingly, the two empires are the Rebels and the Evil Empire. Wolf Skywalker, long-toothed older brother to Luke, has lead several surprise attacks on Imperial planets. But Captain Ripley, not to be confused with the alien incubator, denies rumors of off-spring. He is preparing a fierce counter-strike as the Dark Sense is reaching out... Surprisingly, before the game started, the players were on speaking terms. Now we're not so sure...

Game 4 saw the meteoric rise of the Rebels to top the score charts. Then Jippo, skilled pilot and grand strategist, was suddenly thrust into the spotlight on real-life, and had to return home. The rest of the pack, waiting for a sign of weakness, quickly pounced on the confusion. Sources close to the Rebel high command claim they are hastily looking for a new leader before they are forced to retreat.

Phoenix

Phobos-Alpha, a three player Phoenix playtest game, started off with three new players controlling the Racer Dynasty, the Flying Weenies (hey, their race is Pini after all!), and the Lords of the Abyss (is this guy suffering Realm withdrawal or what?!). ChimChim's goal was to find as many planets able to grow bananas as possible, and ignore the happenings of the other empires in the game. That lasted until about turn 12, when an Abyssian fleet parked on top of ChimChim's Tree House, his homeworld. Meanwhile, the Weenies, err, Flying Weenies that is, decided to abandon diplomatic and military growth and chart the entire galaxy. "Star charts look much better when there are no unknown areas".

claimed the head Weenie, err Big Weenie that is.

The two player grudge-match game, Mercury-Beta, saw The Nifty Space Marines sparring with The Horde From Below. The M'rao leaders of the Marines opted for an early military strike against their nemesis, and sent out a massive fleet to find and raze the Horde's homeworld. As fate would have it, enroute their long-range Command Center was destroyed by Hordian Warriors while colonizing Arix 1. The Marines spent many months trying to re-establish contact with their deep space fleet that sat stranded over Arix 1 awaiting orders. Quickly the Marines changed tactics, and they sent zillions of probes to all known star systems in a last-ditch effort to cut supply lines and find the Hordian homeworld.

Caught unawares, the Hordian economy plummeted, and they quickly began shifting from building colonizing armies to massive space fleets. Now things are steadied, as both sides plot to gain a decisive upper hand.

KEITH LANGLEY

Ancient Empires

Game #1: As this goes to press, the big news in Ensu's invasion of Ardic. The capital, Var, was captured after a fierce naval battle. Ensu also expanded its influence diplomatically, taking Thorta and Gargun without bloodshed. Egham and Duba are competing for influence in the newly independent realms on the Eastern continent. The exiled Princess of Kampo has taken refuge in Duba, and expressed her unwillingness to marry Ensu's army commander (or any one else, for that matter).

Game #2: Schloss continues its campaign of conquest in Hopran, while Largos' diplomatic meddling has gained them footholds in three other countries. Rodetan has invaded Hioken, capturing several villages. All nations have developed round and light galleys and are improving their troops as they produce more metal.

One True Faith

Game #1: Some upheaval in the pantheon has resulted in the disappearance of Shareth (God of Thieves) and the emergence of Tyria (God of Justice). With most of the Erth claimed by one or another of the ten Deities, life is getting interesting. Zenith holds 17 provinces, and has Scandinavia sewn up; the Goddess of Love is assisting Raurok against Jarrellian, and Escher against Ferretlord. She also holds strong positions in the Alps and in Libya. Ferretlord has 16 provinces, having just lost two to Escher. The Furry One's power base is in Spain and Southern France; his eastern holdings were improved by victory over Raurok in theological debate, earning Him control of Kiev. Xanthia holds 15 provinces, in Turkey and North Africa; the Goddess of Laughter has declared Crete an

open and protected port for trade. Escher controls 12 provinces, mainly in Germany; His Mathematicians took Hesse and Paris from the Ferretts recently, and He is vying for control of Rome. Kilroy's Taxpayers hold 12 provinces, including all of Ireland and most of England; after a strong early expansion they are consolidating their position. Tyria holds 11 provinces; being new, no one knows where His strength is. Jarrellian has 9 provinces, with power split between the Baltic Sea and Greece; His Capitalists sunk Raurok's pirate ships but failed to take Aland. Raurok owns 8 provinces, mainly in the Ukraine and southern Russia; the Anarchist pirate base in the Baltic Sea continues to frustrate Jarrellian. Glasya has 8 provinces, with most of Her strength in Scotland and the North Atlantic; the Death Goddess is also gaining ground in Italy. Glasya has been responsible for several disasters, including riots and zombie infestations. Strahd has 8 provinces, but 3 of them are so war-torn as to be almost valueless; the Blood God's survival is in doubt unless He receives assistance, or at least some breathing room. What power He still has is in northern Russia.

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Game One, players had no contact with each other until they encountered another player in the game. In Game Two, the players were given a complete list of names and email addresses (both games were run completely by email) at the beginning of the game. The games were very different from each other as a result.

Game One started with ten players. During the first several turns everyone built up their characters and conquered neighboring provinces. Some relationships seemed to be determined by the nature of the first contact. If two players both tried to conquer the same neutral province at the same time, they fought each other and were inclined to continue to fight. If they discovered each other by the use of spies, they were more likely to form an alliance.

As the game has progressed, the players who made firm alliances have succeeded where most of the loners have failed. So far we have

played twenty turns, and there are two major alliances. In the north, Galactose has a large central territory flanked by his allies Vlad and Panther. In the south, the Antares/Chin_Na/FoolBoy alliance rules over most of the territory. Progress has been slow, but the war between the alliances is heating up.

In contrast, Game Two began with a flurry of negotiations and deceit. Players knew each others' codenames but not the locations of their starting provinces. Some players traded information for information while others fibbed about their initial location to jockey for position. As in Game One, those who made alliances had an advantage over those who tried to go it alone. By turn ten only five players had significant positions. In the north, desJ and Cicero were dominant, and in the south, the triumvirate of Seidl, Oscar and Drax held sway.

Conflict between alliances began when

Oscar opened a magical portal to the Organic Hills on the edge of desJ's territory. This province contained a castle and several magic items, so Oscar was not about to let desJ keep it. Oscar's large troll forces drove the province neutral on turn twelve. DesJ retook the province immediately with a large force of humans, but his subsequent excursion through the portal met with disaster when Drax reinforced Oscar's defenses in the Universal Hills.

Another difference between the two games is that alliance victories are allowed in Game One, but there will only be a single winner in Game Two. What will happen to the winning alliance?

MARGUERITE DIAS

Kavernes

Let us have a moment of silence, please, for the dearly departed. Thank you. They said curiosity killed the cat. Curiosity also killed

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the adventurer. Ozimundas, a character run by Virgil Noriega of Steamboat Springs, Colorado, was killed trying to make his way into the Kavernes. Poor Ozimundas probably never realized how dangerous the abandoned farmhouse was that he was poking through until...he got a bit too curious.

Others have been more fortunate...more or less. Everyone has assumed that the decrepid homestead known as John Mouldy's Place is the gateway to the Kavernes, a massive subterranean system. Additionally, as some have discovered, John Mouldy's Place is the departure point for other regions not found on any known map. But the lure of wealth, fame, even godhood, has convinced one and all that the risks are worth taking.

Some have already begun extensive investigations into the life of David Tavestock, the former owner of John Mouldy's Place. It seemed that Tavestock liked to write as well as paint, and his journals have become required reading material for certain intrepid explorers.

Other adventurers have learned that the objects scattered about the farmhouse are not as innocuous as one might originally have assumed. Nothing is as it seems. A thousand stories lie just beneath the surface of John Mouldy's Place, but unearthing them all--and making sense of them all--requires a great deal of effort...and imagination.

But the twisted journey into the underground realm of the Kavernes has only begun for these people. They have only scratched the surface of a world that defies logical explanation. Only the brave, the clever, the resolute will find the truth of the Kavernes below.

New Dawn

Sunlight, sunlight, sunlight. Cascading over roof tiles and dawntrees and grillwork balconies and cafe umbrellas like a waterfall, glinting off the shimmering Lost Sea, painting mountaintops and hillsides, cobblestone squares and pebbly beaches like an artist's brush. This is city of Casbah, the starting point for all New Dawn adventurers.

The supple and sumptuous, sensuous, languorous light seduces as it illuminates, revealing all the deepest colors and corners of the island of Extraordinaire even as it wraps new adventurers under its spell.

This is the sunlight that seduced Celt and Centaur, Elf and Istari, Liont and Monarch, Ozz and Viking--and so many other races and cultures.

It is the galvanizing element in the alchemical mix of hillside and sea, herb and bloom, art and architecture, craft and cuisine, that makes Casbah one of the most enchanting places in the world of New Dawn, a land where soul and sense are celebrated and where the layers of artistic inspiration and sensual sanctification fertilize the ground and enrich the very air.

The air was moist and warm, the trees rustled in a light breeze, and whole of Casbah

seemed to be out in easeful embrace of the balming night, as the first adventurers reached the city limits. Children rattled down the lanes; adolescents smoked and joked and simulated the urban version of cool; parents carried their babies and exclaimed at the softness of the air; young couples kissed in passionate oblivion, and elderly couples strolled hand-in-hand, lost--or rather found--in their own reveries. And the moonlight flickered on the scraping sea, proffering a little piece of destiny, a midnight lesson for them and the newcomers--the moonlight flickering on the ceaseless sea.

Some of the first arrivals--single individuals or groups--headed for the Old Quarter, a centuries-old square in Casbah. The scene was amazingly vibrant, the square crammed with tiny tables showered with lamplight from the surrounding shops and cafes, and resonant with excited conversation and leisurely laughter--the music of people with no morning duties or deadlines, of people wrapped up in the endless enjoyment of the moment.

A few installed themselves at far tables, ordered a bottle of the Old Quarter's famous cinnamon wine, and surveyed the happy scene. They sighed, and something inside them opened, like a flower blooming. "Casbah," they exclaimed. "And already the city is casting its spell."

The air oozed sensuality--the wine and the lamplight, the caressing air and the laughing, lifting people of a dozen or more races. The citizens of Casbah were blessed enough to grow up there, they have it in their bones, but if they came--like the new arrivals--from elsewhere, they have knowingly abandoned whatever they have because they want what this region cultivates: a reasoned abandonment to sensual pleasures.

And the rumors swam in the amber glow of the lamplight... A cleric of the Seven Sisters faith had been assumed lost after failing to return for an important sanctification ceremony at the Casbah temple.

Brundle raiders had been sighted thirty miles away looting a lost caravan.

Lord Tumeric was recruiting young stalwarts for another descent into the Great Crack.

Engineers, boasting that a new road connecting Casbah to another shoreline city, Brassdrink, would be the best designed ever, were insisting that more city monies be devoted to the project in order to finish construction in the required time.

A carnival was going to be announced shortly in Casbah that would include entertainers from the Theatre of The Dead.

The Vampyr community was said to be highly upset by the fatal staking of one of its elders outside the city gates late one night.

A mysterious black Viking ship arrived in Casbah, armed with mighty warriors who escorted a beautiful woman named Corinthia to an opulent estate on the outskirts of Casbah for an extended vacation.

Cyberfringe

The latest wave of newcomers has arrived, using their HAL 4500 terminal links to hook into the Net. Flame wars, compu-slang for vitriolic on-line exchanges, are bound to happen. They may be conducted publicly, in discussion groups clustered under thematic headings on electronic bulletin boards, or--less frequently--in the form of poison pen letters sent via I-mail to private mailboxes. One of the biggest corporations, Lifedepot, is said to be seeding the Net with spies to create such dissension...but they are having their difficulties due to the wraithlike nature of the electronic communication.

Snailmail is passe. No more conventional letters. No more paper mail. Everything is electronic for the cyberfringe.

The latest entrants to the Net have discovered that electronic notes differ from hand or typewritten letters in several significant ways. Like public bathroom graffiti, their authors are sometimes anonymous, often pseudonymous, and almost always strangers. Using Lifedepot's corporate gibberish to derisively describe such interaction: "the Net is a technologically enabled, postmulticultural vision of identity disengaged from gender, ethnicity or other prob-

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lematic constructions".

Users are floating free of their biological and sociocultural determinants...at least to the degree that their idiosyncratic language usage does not mark them as white, black, college-educated, high school dropout, and so on.

Yes, the year is 2054. The cyberfringe is out. Wirepirates, nerds, freaks, netsurfers, silicon-worms, fingerdemons, taphackers, swappers, phoneclones, giga-gurus, braintrainers, info-addicts, minor-servers, Trojan Horsehandlers, webwinders, rootcrackers, pixlezombies, crono-cops, tronic-slackers, comp-trippers, dotswappers.

Welcome to 2054. Log in and zone out.

NLT ENTERPRISES

Westworld

Buzzard's Rest--HMC Jesse James attempted to rob the bank but Bloody Bob foiled his attempt. HMC Sheriff Tom Eagle died in the battle.

Tobias Kane stopped a would be robber from robbing HMC Miss Fowler, the school teacher.

Frank Younger and gang killed the store-keeper and robbed the store.

Texas Red brought HMC Bubble Bath in for Horse Stealing.

Nevada Smith and posse killed Frank Younger and gang.

Widow's Gulch--Tyranthraxus killed several HMCs along with a small child while robbing the stage outside Widow's Gulch.

Ten Bears killed HMC O.C. Tanner in a knife fight.

Ten Bears was arrested for scalping a whiteman.

Mark F. Maverick's body was found outside of town. It seems he died from a very savage indian attack.

Joe Montana killed HMC Scumbag in a knife fight.

Lynchburg--The town is half full and growing. All is peaceful here (so far...).

PEGASUS PRODUCTIONS

Alamaze

Congratulations to the following players and their kingdoms for their wins in the following recently finished Second Cycle games. Those marked with an * were won through the epic victory conditions (6 players per epic side) with the highest status point player listed.

Game #	Kingdom	Player
*229	Troll	Paul Story
#230	Sorcerer	Danny O'Brien
223	Underworld	Theron Marin
224	Red Dragon	Rudy Greco
225	Darkelven	David Christopher
226	Witchlord	Karl Machscheses
227	Underworld	J. Giannantonio

231 Giant Frank Scarci
232 Demon Princes Danny O'Brien

ROLLING THUNDER GAMES, INC.

Victory! The Battle For Europe

The fourth and fifth games of *Victory! The Battle For Europe* have ended. Game #1 was played to conclusion (73 turns) while Game #12 ended early on turn cycle 48. Two nations survived the meatgrinder in Game #1 as well as in Game #12 and were alive at the end to compete for various honors.

The official winner of Game #1 was a single nation: Richard Cavins, Sweden.

The official winner of Game #12 was a single nation: James Babson, Persia.

The score for Sweden was 553 and the score for Persia was 522 (out of a maximum of 735). Second place in game #1 went to Jack Osborne's Finland with 548 points and second place in Game #12 went to Chris Wayne's Iraq with 493 points (all points average with surviving and non-surviving Total Allies).

"Best Nation" honors (based on individual scores) went to Jack Osborne's Finland (knocking out Ken Harmon's Game #11 Finland by 65 points), Richard Cavins' Sweden (the first Sweden to finish), James Babson's Persia (the first Persia to finish) and Chris Wayne's Iraq (the first Iraq to finish).

The current "Best Nation" list is as follows: Best Austria, Phillip Dedmon with 407 points; Best Baltic States, Richard H. Reece with 506 points; Best Central Russia, David Hunt with 670 points; Best Finland, Jack Osborne with 669 points; Best Greece, Steve Ezzo with 665 points; Best Hungary, James Hines with 518 points; Best Iraq, Chris Wayne with 614 points; Best Ireland, James Zielinski with 421 points; Best Norway, Kent M. Miller with 631 points; Best Persia, James Babson with 570 points; Best Poland, Charles Clark with 654 points; Best Rumania, Joe Lardear with 665 points; Best Sweden, Richard Cavins with 603 points and Best Tunisia, Richard H. Reece with 533 points.

Congratulations to all!

Game #'s 3-4 and 6-10, and 13-34 of *Victory! The Battle for Europe* are now running, with game #'s 35-36 taking signups at

this time.

SINBAD'S GAMES

Coupdet Game #5

Turn #44 saw a dramatic, ominous development. NEWBURY lashed out at FENWICH with a triple nuclear attack, becoming the second nuclear power in the game. At the same time, OLMONK unleashed his nuclear forces against NEWBURY, hoping to remain the sole smasher of the atom. There were twenty-one attacks this turn; only one failed. FENWICH gifted a capital city to VALANCE. BOGOTA and KASSEL jointly took a city from FENWICH. BOGOTA captured two more cities, from FENWICH and HELENA. TAKAISHI took three cities, for TANANA, PIEDMONT and NICOBAR. NEWBURY captured a city from HELENA and nuked three cities, including two he formerly controlled. OLMONK blitzed NEWBURY, nuking the capital and an important military town, then capturing four others, including a strategic island. To compound the agony, NICOBAR also took two cities from NEWBURY and FENWICH took one. NICOBAR also took a previously nuked city on the south-central continent. Finally, mighty ELIZONDO landed large forces on the southwestern continent and captured a city from NICOBAR.

Turn #45 saw twenty-seven attacks, including nuclear exchanges that destroyed two cities and a fleet. NEWBURY recaptured one city from OLMONK, occupied a nuked city, destroyed two OLMONK cities and captured a city from HELENA. TAKAISHI smashed into NICOBAR's western frontier taking six cities, including a capital. TAKAISHI also captured FENWICH's last remaining capital city and took a city from ZANNNDAR. BOGOTA took one city from HELENA and failed in four attacks against FENWICH and VALANCE. NEWBURY combined with KASSEL to take a city from FENWICH. FENWICH failed in an amphibious assault on NEWBURY. OLMONK destroyed a fleet of ELIZONDO's, captured three cities from NEWBURY and took another three from ELMONT. Things are heating up as the major powers come to close quarters.



GLADIATORS OF DEATH

By B. E. Wright

Overview

Gladiators of Death is a gladiatorial combat game. Each player runs a stable of five to ten gladiators in one of two arenas, Wolfgang or the House of Pain. The game has a turnaround time of two weeks and costs \$5 per turn for up to five gladiators plus \$1 for every gladiator you have over five (an uncommon occurrence). Gladiators may fight in individual combats, in teams of two to five warriors or a combination of the two. Both standard and magical combat styles can be used. House of Pain has been shut down temporarily—it will reopen with brand new teams hopefully this summer. As of this writing a three week arena is in the works.

So you may wonder, what's the big deal? There lots of gladiator games out there. Why is this one any different? Well, to be honest I haven't played in all of them, so I can't say with certainty that this is the best gladiator game on the market, but it is a fine game. In general this is a gritty, evil game. The warriors are slaves who can be sold to other team owners (that's YOU), either in private sales or on the slave block. The gladiators are whipped (or worse) when they lose, the Emperor would rather sleep or eye noble ladies than pay attention to the fights, and the spectators are a bunch of dirty, name-calling vermin. For winning you get gruel with greasy meat in it, yum! The races available also reflect the gritty nature of this game. No half elves are available here; but you can purchase lizardmen, trolls, orcs and goblins if you want. Some of the more standard races are available, too; humans, dwarves, halflings and elves round out the choices for prospective managers. The gladiators in this arena can be both classical (i.e. nonmagical) and magic-using warriors. The tactics available to warriors include slashing attacks, brawling, throwing weapons, berserker rages, necromancy, elemental magic, parrying, healing magic, and leadership to name only a few. Armor ranges from none at all to full plate (don't use it!). Weapons range from teeth, fists or claws (three different choices) through halberds and great axes with a few oddball choices like whips and cestus thrown in as well.

How to design a gladiator (or better still, how NOT to)

Unlike many and perhaps all other gladiator games, you are not given pregenerated characters that need to be modified. It is really a pain in other games when you want to create a great big hulking warrior to dominate all others, but all the guys you get from the pregen

sheets are small fast guys. You have to take what you get and if necessary, eat a loss on your record throwing away a rotten rollup in whatever the game calls the garbage can — be it the dark arena, the death test or whatever. Instead you are given a blank sheet and you can make your warriors the way YOU wanted to in the first place.

So how exactly do you do that? Well, you start with a base of 8 character points in every category (strength, dexterity, health, cunning, size, intelligence, magical talent/resistance and charisma). The first four categories (the changeable stats) can be increased during play, the latter four (the fixed stats) only during character setup. You begin with 12 points to add to the changeable stats and 12 to add to the fixed stats. But before you assign points to stats you need to purchase your race and special abilities. Humans are the default race, they don't change any stats or cost any "fixed stat" points to acquire. Some races are considered inferior and you get a stat bonus for choosing them. For example, if your warrior is an orc (-2), you get two extra points to add to your fixed stats at setup. However, if you want a troll (+3), you have to pay three points. Each race has its own quirks and adjustments to both changeable and fixed stats that come with them. For example, halflings are cheap (cost -1) but a halfling warrior has a smaller size and cunning than a human. However, he is also faster and relatively magic resistant. In contrast the lizardman (cost +4) is strong and huge, but very dumb and quite slow as well. Along with trolls, lizardmen start with a level 1 brawling skill so they get a jump on other races.

In many cases the choice of race defines what abilities and disadvantages you wish to purchase. You can buy up to three of these character traits per warrior and they're what really set you apart from the other guys. These character traits have many various purposes and most of these cost you fixed points to buy. For example, if you've chosen a lizardman he'll probably be too dumb and slow to be a really good mage. Put a maul in his hands, however, and you may get a fine warrior. With this in mind, this gladiator may well choose to purchase extra toughness (+1) and a particularly strong will (+1). Since he's already slow, this gladiator (let's call him Vlad) may choose to "purchase" a lame leg (-3) so that he'll wind up with 9 fixed points to allocate to those stats. Wait a minute, how did I come up with that? That's 12 points minus 4 (lizardman cost) minus 2 (for toughness and will) minus negative three (lameness). If Vlad chose to be lucky (+3) instead of lame (-3), he'd have only three fixed points left to put into his stats

[12-(4+1+1+3)]. On the other extreme, you might choose to start with an orc (-2) who's also one armed (-2), one eyed(-2), and unlucky (-2). If you did (why?) you'd get 20 points to add to the fixed stats (12-(-8)). He'd be interesting for a fight or two, I suppose. Oh yeah -- everybody who wants to use magic has to purchase magic use (+2). For everybody else magical talent is only used to resist other's spells (Hint-this is important).

Once the race is chosen, the character traits are purchased and the leftover points are allocated into the fixed stats. Vlad chose lameness, so he has 9 points left. He'll put 3 points into size and split the rest evenly between intelligence, magic resistance and charisma. This latter stat is important, if affects your ability to be rescued when you're trying to give up! You can then allocate the 12 points for changeable stats. Quite often a large number of points are used to counteract race and trait disadvantages. For example, lame Vlad needs dexterity badly, so I'll put 6 points into his dex. I know he's strong and hearty, he's a lizardman and tough to boot, so I'll split the rest evenly between strength, health and cunning. This will guarantee that at least he won't have any glaring weaknesses in these areas -- and as I said, I expected good stats in the first place.

So after a little work, you wind up with Vlad, a lizardman fighter who is very big, very strong and not very fast. He's not very smart, but he's passably magic resistant and has a relatively normal charisma. Thus he's a pretty balanced character, he has many strengths and his weaknesses are not too bad. You still need to decide how to fight this warrior. Some things are obvious, you can't use spells and some of the tactics available (like blademaster) are not made for big slow guys like Vlad. He starts with one level of training in brawler, so for his first fight at least, he'll probably fight using it. He's really big and strong, he can probably handle some of the heavier armors (chain, scale, etc.), but as a lizardman he already has the equivalent of light armor on his scaly skin. Since he's also tough, he'll stick to the lightest armor available (cloth). This will lower his encumbrance and let him hit more often than if he wore the heavy stuff. With his relatively low dex and lameness, he'll need whatever speed advantages he can get. Besides, for the most part armor doesn't stop magic and about half of the fighters in the arena are mages. There's a large variety of weapons available, but how can somebody named Vlad choose anything other than the two-handed spear? He'll train in impaling (well actually it's thrust, but it works out the same). He'll also train in his dexterity and in the use of the

handed spear.

How to play

Many gladiator games have their fights split into combat rounds and fighters can choose to alter tactics between rounds or when they're clearly winning or losing. GofD does not have its fights divided into rounds, so there are only three fight conditions: normal, opportunity and emergency. Each gladiator chooses his tactic for each combat mode, as well as his activity level (from 1-20), his aiming point (head, chest, belly, groin, back and each limb), his defense point and his range (contact, close or long range). He or she also comes up with some appropriate blurb, which the fighter will say every time he enters the combat mode. He also chooses which weapon or shield he'll use in each hand, a belt weapon and some type of armor. Of course all these weapons and armor have weight, so a tradeoff is always

made between maximum activity level and maximum armor protection. At the upper ends (half plate and plate) unless you're a Hulk you can't maintain any kind of reasonable activity without passing out, so scale armor is the heaviest usable armor. At the other extreme, even people with no armor sometimes stop blows somehow (big buttons maybe?). Most gladiators wear leather armor. Shields are rarely used.

So for Vlad's first fight he'll put on cloth armor and wield a two-handed spear and an empty off-hand (he'll use it with the spear too of course). He'll skip a belt weapon, he doesn't want the weight. Since lizardmen start with some skill in brawling and none in impaling, Vlad will use brawling as his primary tactic with thrust as his opportunity and emergency tactic. He'll use long range for all three tactics, since he has a long reach and a longer weapon. Besides, in this game, long range means anything outside 8 feet, and ten

feet away sound about right to him. He doesn't know how slow he'll actually be, so he'll use an activity level of 12 throughout the fight (I've seen many fights end with one guy obviously going too fast and wearing himself out right away). Since he also isn't very good with his weapon, he'll aim for the chest and defend the chest. Finally, he's going to use the silent treatment, saying nothing during the fight. There's a place to sign up for team fights, but his manager isn't interested. There's also a place on the sheet where he can choose to switch weapons when he changes tactics. Vlad's only carrying one weapon, he declines the invitation.

Another item on the turn sheet involves training. Each turn a gladiator can choose to train in one weapon, one tactic and one stat every turn. The chance of learning a skill in any area is determined by previous skill (it's hard to get level 5 or above in anything), intelligence, cunning and/or health, depending

CROM II OF THE QUIET COMPANY(21) (21-8-3)

vs.

MERLE AMBERWOOD OF THE GREEN DRAGONS(23) (14-9-1)

MERLE AMBERWOOD stepped out onto the sands. "GOOD DAY, MY NAME IS MERLE, BUT YOU CAN CALL ME DEATH." MERLE AMBERWOOD said. He was a tall magical lucky elf male, ranked #2 in WOLFGANG. He stood 5 feet 7 inches tall and weighed in at 112 pounds. He favored death magic at close range. He wore leather armor and wielded a staff and his fist. He used his dagger in emergencies. The cloying stench of death and decay permeated the air.

CROM II stepped out onto the sands. "DEATH!" CROM II said. He was a ambidexterous magical lucky halfling male, ranked #1 in WOLFGANG. He stood 3 feet 1 inches tall and weighed in at 90 pounds. He favored leader at close range. He wore no armor and wielded a shortsword and a shortsword. He used his shortsword in emergencies. The purse for the winner of this match was 3132 Imperial Crowns. He knew how badly his master wanted those crowns. He knew this was more than a feud, it was war! He felt it was his duty to do or die for his comrades in THE QUIET COMPANY. He took a firmer grip on his shortsword and eyed MERLE AMBERWOOD confidently.

CROM II considered MERLE AMBERWOOD's natural magical talent to be about the same. MERLE AMBERWOOD edged to close range. MERLE AMBERWOOD cast a spell... He gave a withering caress to CROM II. CROM II was hit in the right arm! He was only scratched!

CROM II saw an opportunity to gain take the initiative from MERLE AMBERWOOD and attacked. MERLE AMBERWOOD was hit in the left leg! He displayed a huge crimson wound! CROM II saw an opportunity to gain take the initiative from MERLE AMBERWOOD and attacked. He took an aimed shot! MERLE AMBERWOOD was hit in the head! He felt his body parts turn to jelly! He shook off the effects of the blow. CROM II saw an opportunity to gain take the initiative from MERLE AMBERWOOD and attacked. MERLE AMBERWOOD was hit in the left leg! He felt his body parts turn to jelly!

MERLE AMBERWOOD had been grossly damaged, his left leg was gouting blood. He felt the sweat that trickled down his back while eyeing CROM II. For MERLE AMBERWOOD, the roar of the crowds seemed distant and fuzzy. He tried to throw in the towel! The Emperor urged the gladiators to greater effort.

The chipped stone walls of the coloseum were stained with old blood. "GLORY AND GUTS FOR THE GREEN DRAGONS!" MERLE AMBERWOOD said. MERLE AMBERWOOD cast a spell... CROM II resisted the spell!

"DEATH!" CROM II said. CROM II switched weapons, readying his shortsword. CROM II ignored MERLE AMBERWOOD for a moment to analyze the tactical situation, then struck. MERLE AMBERWOOD was hit in the right leg! He was dripping blood! He tried to throw in the towel! The Emperor urged the gladiators to greater effort. CROM II pondered the situation before striking with his shortsword. He took an aimed shot! MERLE AMBERWOOD was hit in the head! He was only scratched! He shook off the effects of the blow. He looked for something white to wave. Disgustedly, the Emperor turned up his thumb. MERLE AMBERWOOD was disgraced but alive. CROM II raised his shortsword to the adoring crowds. MERLE AMBERWOOD loosed an animal howl of rage.

CROM II failed to train in fist. He suspected the chances were poor. CROM II refined his skills in leader! He had it in the bag. CROM II felt his ht improve! He had it in the bag.

on the skill. If Vlad's owner had money to put into training, he could bump the odds that a training would take place all the way to "in the bag". Unfortunately for Vlad, it's his team's first fight, so they don't have any money yet. Oh well, he'll train in spear, thrust and dexterity. If there had been any purse money available, I recommend spending it on just one guy in just one place to guarantee a train, rather than spreading it all out hoping for the best. It's frustrating to spend a thousand crowns and get no trains out of it...

As you can see by the example fight, before the match begins, you get to see who your opponent is, what his race, height, armor, weapons, favorite (primary) tactic and favorite range. The size of the purse will vary based on several factors, including race and charisma of both combatants and the day's rankings for each. The single most important factor affecting the size of the purse is whether either or both teams are feuding one another. The purses double when both teams are feuding each other, probably because the chance that the Emperor will save either fighter is low. Both fighters give out their primary blurb, such as "You will die, bloodsucker!" and then the fight is on.

During the fights themselves there are no arbitrary rounds of combat. From the beginning to the end of the fight is one continuous melee. Well, actually there DO appear to be some breaks in the action, but they're much more obvious in team fights than in single combat. In general the hits are harder early in the fight then later and exhaustion hampers spell ability as well as melee ability. Some people specialize in fast-victory fighters, they use nearly maximum activity and try to put their opponent away before exhaustion sets in. Others go for tough guys to ride out the initial onslaught of the fast-victory guys then pummel them while they're gasping for breath. Vlad is clearly a member of the latter group, his bad leg prohibits him from taking the initiative early. Until recently, magic guys had the edge on melee artists, some of the spells were just awesome. However FFS has been slowly scaling back the power of magic spells so that the mages have to train more to get the oomph they've been accustomed to. (This gradual, announced change to restore play balance is in my opinion a good feature of FFS even though a lot of my guys were the cause of the shift! But I digress...). During the fight lots of strange things can happen. The usual surly insults from the crowd are typical, but on occasion a gladiator will take his bloody revenge on a heckler (one of MY favorite features!). For the most part they're harmless but I did lose a fight once right after someone in the crowd hit my gladiator in the head with a thrown rock. Ouch?

Team fights have a different flavor altogether. They begin in the gloom of the slave pits, as the party members vie among them-

selves to see who will lead the team. Bigger guys are more dominant and you can train in leader, so if you're going to do team fights, create a big leader to prevent arguments. Anyway once out in combat some warriors rush ahead, trying to outflank the others. Others, usually including the leader, man the main battle line. Still others can lay back and use either missile weapons or long-range spells. The team fights themselves break up into one-on-one matches, at least at first. As warriors go down, one side quickly gets the advantage on the other. Nevertheless, these too are treated as a succession of one-on-one matches, except that the outnumbered guy fights constantly while the others rest and fight in quick succession. Unlike in single combat, kills in team fights are not recorded, as no one fighter gets the credit in these matches.

A third type of combat is one I have never tried. The death test is where you send gladiators that you don't want anymore (and can't sell?). Its fight takes place far away from the crowds, in the gloomy slave pits. The monsters dispatched to kill you are generally trolls, demons, etc., or so I've heard. I've seen 50 to 60 fighters go there to die and to this day only one has survived. Incredibly, his manager sent him back the next turn, where he promptly expired. Too bad...anyway the reward for surviving (i.e. killing a REALLY tough monster) is guaranteed trains in the three areas you've chosen plus some unknown bonus (perhaps a bonus on the fixed stats or something. Who knows!?).

Most of the time in a single combat, the fight will end with the Emperor rescuing one of the warriors, usually (but not always) the one who's actually losing the fight! Other fights end with one warrior passing out from exhaustion. A few fights end up with one gladiator dead. In this game the Emperor never goes "thumbs down", but he's usually busy talking to merchants or ogling noble ladies or whatever, so that he doesn't notice what's going on down below on the sands. When he does notice, quite often he doesn't care. Anyway when a team earns a kill on an opponent, they have the option to start a new gladiator if they have less than 10 warriors, (you start with five). It also boosts your gladiator in the rankings.

Interfight activities

Between fights the warriors who lose are supposedly beaten, anyway that's what the closing messages sometimes say. This is colorful but unimportant. Training takes place AFTER combat, so you won't see the benefits until your next turn 2 weeks later. By the way, unlike some other gladiator games, there's no limit to how much you can boost your changeable stats during play. Baseline stats are 8 points, 13 or 14 is usually considered high. So its easy to understand how this can come into

play. For example, my marquee fighter, a halfling named Crom II, started with a strength of 5. Many thousands of crowns later, though, he's up to 20...

Besides training, there are only two other notable between-turn activities. One is slave selling. If you don't want your gladiators anymore, you have the option of selling them either publicly or privately. Nobody's sold a gladiator on the block yet, but when they do, the highest bidder will win the gladiator. Private sales, though rare, do happen from time to time. Just this past turn I sold two of my mages to a friend who's kept track of their exploits from early on. I want to expand my stable to include more non-mages. Though I whipped everybody with them and have 25 kills to my credit, they were getting dull. Anyway, when selling privately, the price is anything you care to set. The sales and the prices are announced in the following turn.

The other between-turns activity is leaving messages on the Public Scrolls. This forum, typical for gladiator games, gives players a place to blow off steam and make public challenges to one another. If you've played in any similar games you know what I'm talking about. I try to keep out of this forum (I run The Quiet Company, after all) but it's been difficult

continued on page 45

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GAME	COMPANY	RATING	RESPONSES
1 Adventurers Guild	Entertainment Plus More, Inc.	8.550	30
2 Star Fleet Warriors	Agents of Gaming	8.406	43
3 Victory!	Rolling Thunder Games	8.003	151
4 Star Quest	Deltax Gaming	7.972	18
5 World War IV	High Point Games	7.736	19
6 Continuum	Zephyr Enterprises Inc	7.562	16
7 Galactic Prisoners	Grandel Inc	7.527	51
8 A National Will	Simcoarum Systems	7.500	14
9 Gladiators of Death	Fantasy & Futuristic Simulations	7.441	17
10 Middle-Earth PBM	Game Systems Inc	7.439	123
11 Modern World Conquest	Prime Time Simulations	7.400	15
12 CTF 2187	Advanced Gaming Enterprises	7.396	53
13 Sceptre	Sceptre Roleplaying	7.342	19
14 Continental Rails	Graaf Simulations	7.316	30
15 Starweb	Flying Buffalo Inc	7.304	67
16 Adventurer Kings	Ark Royal Games	7.239	58
17 Sirius Command	Inner Dimension Games	7.153	13
18 Gameplan	Graaf Simulations	7.150	20
19 El Mythico	Graaf Simulations	7.100	30
20 World Conquest	Prime Time Simulations	7.072	55
21 Rimworlds	Palace Simulations	7.038	13
22 Portinium World Wide Battle Plan	Enchanted Horizons	7.026	15
24 Quest of the Great Jewels	Flying Buffalo Inc	7.026	38
25 Evermoor II	Flying Dutchman Games	6.909	22
26 Into Infinity	Bronze Star Gaming	6.903	31
27 Armageddon's Aftermath	Battle-Magic Gaming	6.826	23
28 The Next Empire	Damien Games	6.818	11
29 Quest	Reality Simulations	6.777	27
30 Atlantrix	Adventures By Mail	6.753	58
31 Darkness of Silverfall	Battle-Magic Gaming	6.705	17
32 Stand & Deliver	Coconut Council, Inc	6.666	15
33 Star Saga	Stand & Deliver	6.664	39
34 Supernova II	Infinite Odysseys	6.531	16
35 1939 World Wide Battleplan Feudal Lords II	Rolling Thunder Games	6.527	18
37 Mobius I	Flying Buffalo Inc	6.500	20
38 Spiral Arm	Graaf Simulations	6.500	28
39 Crack of Doom	Flying Buffalo Inc	6.480	25
40 Cosmic Crusaders Crystal Island Realms of Fantasy	Graaf Simulations	6.448	29
43 World War IV	Advanced Gaming Enterprises	6.415	20
44 Illuminati	Genesis Games Design	6.400	25
45 Monster Island	Saul Betesh	6.400	20
46 Legends	Graaf Simulations	6.400	15
47 Epic	JFH Games	6.375	16
	Flying Buffalo Inc	6.363	33
	Adventures By Mail	6.333	63
	Midnight Games	6.285	91
	Midnight Games	6.277	36

48	Lords of Destiny	Maelstrom Games	6.248	35
49	Alamaze	Pegasus Productions	6.156	51
50	Battleplan	Flying Buffalo Inc	6.133	45
51	Space Combat	Twin Engine Gaming	6.000	14
52	Land of Karrus	Paper Tigers	5.988	26
53	Fleet Manuevers	Fantastic Simulations	5.952	21
54	Feudal Lords	Flying Buffalo Inc	5.916	36
55	Out Time Days	Twin Engine Gaming	5.872	40
56	Nuclear Destruction	Flying Buffalo Inc	5.800	15
57	Duelmasters	Reality Simulations Inc	5.700	45
58	Death & Sorrow	Eckert Gaming Group	5.642	21
59	Hyborian War	Reality Simulations Inc	5.620	75
60	The Weapon	Fantastic Simulations	5.571	14
61	Heroic Fantasy	Flying Buffalo Inc	5.450	70
62	State of War	Game Systems Inc	5.447	19
63	Nuclear War	Flying Buffalo Inc	5.416	12
64	Belter	Classified Information	5.375	16
65	Kingdom	Graaf Simulations	5.347	23
66	The Clans of Trove	Yellowseed Games	5.181	11
67	Galactic Conflict	Flying Buffalo Inc	5.117	17
68	Warriors & Wizards	Rolling Thunder Games	5.090	22
69	Takamo	Advent Games	5.000	15
70	Starlord	Flying Buffalo Inc	4.666	24
71	It's a Crime!	Adventures By Mail	4.229	48
72	Beyond/Stellar Empire	Adventures By Mail	3.956	23

GLADIATORS OF DEATH *continued from page 43*

lately. There's also a longer game newsletter that comes out every three months or so. It's free and included articles that won't fit in the Public Scrolls.

Since I have put it somewhere, at the beginning of each turn the teams are listed by win-loss record (active teams then "out" teams). The top 25 gladiators are named, as are their win-loss records, their races, sexes and character traits. Then the top gladiator of each race is named. In addition to the other info from the top 25 report, you also get to see what their skill levels are in combat modes and weapons. Most of the top gladiators have at least one skill at level 8 or above. Some have two. Then the combat results are posted; Team fights are listed first with all the gladiators on each side plus the purse -- if it all fits on one line! If it doesn't, tough, you don't know all about that particular fight. Next the individual matches are posted, along with the purse. Here you can see the postfight (if living) or preflight (if dead) rankings of every gladiator in these matches. It was strange the time a #1 gladiator killed another #1. One was the former #2 and the other was the old champion who died. Following the combat results section is a detailed report on each of your gladiators, listing his combat modes, speed, attempted trains and money spent on each and other information from your turnsheet that you might not otherwise remember. Of course his skills and stats are listed there as well. I wish his height and weight were too, I have to dig into the fights

to get that, but that's a minor problem.

There are a few things I don't like about GofD. I wish there was some way to target specific gladiators on a team. At the moment you can target a specific team by feuding it and nobody else (feuding teams have a greatly increased chance to meet in combat). But I feud lots of teams so I usually have trouble meeting my foe of foes, Poison Cloud! When I was in Blood Pit long ago (GofD is a LOT better) it had a popularity index for each gladiator. This was fun. I wish GofD had something like it. But it doesn't. I also wish there was some way to target foes hiding inside the team fights section. Unless you can configure a team VERY close in overall power to your opponent's gladiators in the team fights, you can't meet them in combat. This is where the #2 gladiator in the arena and my hated blood foe has been hiding. Try as I might, I've yet to come up with a combination of gladiators that the schedule will send against him. But I shall, Beez, I shall...

So that's about it for Gladiators of Death. I find it a gritty, evil game where there are few morals and gladiators fight and die to unappreciated and uncaring audiences. The money aspect of GofD is, I believe, unique to the game. It would be more fun if there were more blatantly corrupt things to do in the game, like sabotaging opponent's weapons or gambling on matches or bribing the Emperor to free your opponent's champion (who always kicks your boy's butt). The customer service is great, the

service is fast and efficient and I always await my next turn eagerly! It's really a shame that there are so few people playing GofD, at the moment there's only about 15-18 or so active positions each turn. Believe me, this is a game where you can make your mark quickly and its a great value for only \$5 per turn. I strongly recommend this game, behind Atlantix, it's my favorite PBM. I haven't tried all of the gladiator games out there, so I won't say its the best. But its darn good.

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COMPANY	RATING	RESPONSE
1 Entertainment Plus More, Inc.	8.629	27
2 High Point Games	8.555	18
3 Simcoarum Systems	8.266	15
4 Grandel Inc	8.230	52
5 Agents of Gaming	8.211	45
6 Sceptre Roleplaying	8.194	18
7 Flying Dutchman Games	8.117	17
8 Zephyr Enterprises Inc	8.093	16
9 Rolling Thunder Games	7.669	170
10 Flying Buffalo Inc	7.478	170
11 Genesis Games Design	7.295	22
12 Battle-Magic Gaming	7.294	36
13 Prime Time Simulations	7.280	57
14 Fantasy & Futuristic Simulations	7.271	14
15 Graaf Simulations	7.213	115
16 Inner Dimension Games	7.178	14
17 Maelstrom Games	7.155	38
18 Advanced Gaming Enterprises	7.153	62
19 Stand & Deliver	7.107	40
20 Ark Royal Games	7.069	68
21 Paper Tigers	7.069	23
22 Bronze Star Gaming	7.041	24
23 Anarchy By Mail	6.920	10
24 Palace Simulations	6.866	15
25 Game Systems Inc	6.812	128
26 Classified Information	6.800	15
27 Deltax Gaming	6.703	27
28 Saul Betesh	6.639	20
29 Eckert Gaming Group	6.600	21
30 Twin Engine Gaming	6.465	43
31 Damien Games	6.454	11
32 Advent Games	6.318	11
33 HCS Games	6.153	13
34 Midnight Games	6.107	102
35 Adventures By Mail	6.065	145
36 Yellowseed Games	5.421	19
37 Fantastic Simulations	5.000	26
38 Pegasus Productions	4.909	44
39 Reality Simulations Inc	4.669	118
40 JFH Games	4.133	15

CONVENTIONS

ORIGINS '94 July 7-10, 1994

At the Santa Clara Convention Center, San Jose, CA. Featuring BattleTech Open, Advanced Dungeons & Dragons, Puffin' Billy Train Games tournament, HMGS Historical Miniatures, Star Fleet Battles, RPGA Sanctioned Roleplaying and much, much more. For more information write or call: Origins '94 PO Box 3100, Kent, OH 44240; (800) 529-EXPO or (216) 673-2117 (Ohio and International).

S.T.A.R.S. '94 July 13-14, 1994

At the Atlanta Hilton and Towers, Atlanta, GA. The Southeast Talent and Retailer Symposium, a two-day workshop for science fiction writers, artists and retailers, sponsored by Dragon*Con. Speakers: To be announced. For info: Call the Dragon*Con office at (404) 925-0115 or write to us at S.T.A.R.S. '94, PO Box 47696, Atlanta, GA 30362-0696.

DRAGON*CON '94 July 15-17, 1994

At the Westin Peachtree Plaza Hotel, Atlanta, GA. Events include: Over 250 hours of Gaming, Science Fiction, Fantasy, Comics, and Film-related Panels, Seminars, Demonstrations, and Workshops over all three Convention days (including complete tracts of Pern, Star Trek, Star Wars, and Children's programming), Role-Playing, Miniature, Board and Computer Gaming Tournaments with pre-registration for individual events (including a \$1,000 AD&D Team Tournament and a \$1,000 Tournament of Champions Board Game event), a 24-hour Open Gaming Room, Live Role-Playing events, the largest and most diversified Dealer's Room in the South, Gamer Magazine Awards, Free Autograph Sessions, spectacular Costume Contest, Live Music and Late Night Dances, Art Show and Print Shop, Medieval Combat Demonstrations, Writer's and Illustrator's of the Future Workshop, Amateur Video Workshop and Contest, 24-Hour Video Room and Japanese Animation Room, Film and Television Previews, Robot Battles, and Consignment Game Auctions. Pre-registration: Memberships will be available at the convention for \$45. Children six and under admitted free to charge. Special Club Discounts are also available. One-day passes will be available at the convention. For info: Call our 24-hour info/fax line at (404) 925-2813 or call the Dragon*Con office at (404) 925-0115. If you would like us to send you a full Progress Report by mail, call our office or write to us at Dragon*Con '94, PO Box 47696, Atlanta, GA 30362-0696. You can register by mail or charge your three-day membership using VISA, MC or AMEX by

calling Ticketmaster at (404) 249-6400 through July 15, 1994.

QUINCON IX July 15-17, 1994

A fantastic mix of roleplaying, miniature games (fantasy and historical), and board games. Fun for all!!! An auction will be held on Saturday. Special guests. RPGA events (AD&D) and demo teams. Close to 70 events which include new games and the classic favorites. NO GAME FEES!!! Admission rates are \$12 for the weekend or \$5 per day. For information send a SASE to QUINCON IX, c/o Mark Hoskins, 1181 Pratt Street, Barry, IL 62312. QUINCON IX will be located at the Signature Room at Franklin Square, 317 State Street, Quincy, IL 62301.

AVALONCON-August 4-7, 1994

At the Marriott Hunt Valley Inn, Hunt Valley, Maryland. The World Boardgaming championships. Unlimited participation in as many events as you choose, free admission for spectators, free juniors-only events for those 14 and under, and much more. For more information on AVALONCON call Toll Free at 1-800-999-3222 or write to: The Avalon Hill Game Company 4517 Harford Road, Baltimore, MD 21214

GEN CON® Game Fair 1994 - August 18-21, 1994

Join over 20,000 gamers in Milwaukee, WI. This is the world's largest multi-media game fair featuring four days of games and events. The game fair includes computer, military, role-playing, strategy, miniatures, virtual reality, video, arcade and board games-over 1,000 events in all.

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For information, send a SASE to: GEN CON® Game Fair, PO Box 756, Lake Geneva, WI 53147 U.S.A.

GATEWAY '94: 9/2/94-9/5/94 at the L.A. Airport Hyatt Hotel

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ANDCON '94-September 15-18, 1994

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Regional Gaming Convention at the Holiday Inn Independence, Independence, OH 44131. Featuring: Play-By-Mail, Role-Playing, Board Games, Miniatures, Computer Games and more! For more information: write to ANDCON '94 PO Box 3100, Kent, OH 44240; or call (216) 673-1887 or fax (216) 673-2125.

CALGARY GAMING CONVENTION-7th ed. September 16-18, 1994

Our annual boardgame and miniature convention sponsored by the publishers of the Canadian Wargamers Journal. Over 35 events ranging from the popular titles such as Advanced Squad Leader, Axis and Allies, Battletech, Circus Maximus and Tactica to new and rare titles such as Outpost, 6 Day Race, History of the World and Legendary Battles. If you are interested, join us in the Fall in Calgary, Alberta. Write to us at 207 Bernard Drive NW, Calgary, Alberta, T3K 2B6 Canada.

AMERICON - September 17 & 18, 1994

A weekend of fun and excitement will be held at the Clayton American Legion Hall on the Clayton/Franklinville border in New Jersey. Featuring AD&D 2nd ed., Vampire, Cyberpunk, RIFTS, GURPS Adventures, Car Wars, Mutazoids 2nd ed., Werewolf, Mummy, Mage, Kult, Ravenloft, Call of Cthulhu, Shawdowrun, Battletech, AD&D Trivia and more.

Americon will also have a local artist art show, a miniature painting contest, an auction, open gaming, and trial runs of any new RPG's we can get.

Pre-registration is from June 1, 1994 to August 15, 1994; the fee is \$11/day with most game fees at \$2.00/game, except the charity game which is \$5.00 for both rounds. Without pre-registration the fee is \$12.00/day at the door.

Call Carl "Thunder" at 609-589-0556 for details or write: Americon, c/o Carl "Thunder", P.O. Box 125, Mullica Hill, New Jersey 08012.

TACTICON '94 - October 14-16, 1994

At the Ramada Crown Plaza, downtown Stamford, CT. Featuring an extensive range of historical miniature games as well as a board game room. Specialties will include the Connecticut Officially Sanctioned State MAGIC Tournament and the long awaited release of Dirt Merchant Games' HOL. Tournaments include Axis & Allies, Battletech, and RPGA. A Live Role-Playing Vampire game as well as video room and numerous dealers. Play-By-Mail will include IRA's INS 2001 & Avinar, and Brass Dragon Game's Conquest. Admission is \$15 preregistration and \$20 at the door. For information, send a SASE to: Gaming Guild., c/o Jim Wiley, 100 Hoyt St. 2C, Stamford, CT 06905; or call/fax (203) 969-2396.

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